



# ***GE Fanuc Automation***

---

***CIMPLICITY® Monitoring and Control Products***

***CIMPLICITY HMI Plant Edition***

***Basic Control Engine***

***Event Editor and BCEUI Operation Manual***

GFK-1282F

*July 2001*

**Following is a list of documentation icons:**



**Warning** notices are used to emphasize that hazardous voltages, currents, temperatures, or other conditions that could cause personal injury exist in the equipment or may be associated with its use.



**Caution** provides information when careful attention must be taken in order to avoid damaging results.



**Important** flags important information.



**To do** calls attention to a procedure.



**Note** calls attention to information that is especially significant to understanding and operating the equipment or software.



**Tip** provides a suggestion.



**Guide** provides additional directions for selected topics.

This document is based on information available at the time of publication. While efforts have been made to be accurate, the information contained herein does not purport to cover all details or variations in hardware or software, not to provide for every possible contingency in connection with installation, operation, or maintenance. Features may be described herein which are not present in all hardware and software systems. GE Fanuc Automation assumes no obligation of notice to holders of this document with respect to changes subsequently made.

GE Fanuc Automation makes no representation of warranty, expressed, implied, or statutory with respect to, and assumes no responsibility for the accuracy, completeness, sufficiency, or usefulness of the information contained herein. No warranties of merchantability or fitness for purpose shall apply.

CIMPLICITY is a registered trademark of GE Fanuc Automation North America, Inc.  
Windows, Windows NT, and Windows 98 are registered trademarks of Microsoft Corporation

This manual was produced using *Doc-To-Help*®, by WexTech Systems, Inc.

**Copyright 1998-2001 GE Fanuc Automation North America, Inc.  
All rights reserved**

# Preface

---

## Content of this Manual

**Chapter 1. Introduction.** Describes CIMPPLICITY HMI functionality and introduces the Event Editor.

**Chapter 2. Event Editor Concepts.** Discusses the concepts of events and actions and how they are combined by the Event Editor.

**Chapter 3. Using the Event Editor.** Documents the features of the Event Editor.

**Chapter 4. Using the BCEUI (Event Viewer).** Documents the features of the Basic Control Engine User Interface (BCEUI). This interface lets you view and control script execution.

**Appendix A. Configuring the EM\_LOG Table.** Shows you how to configure the EM\_LOG table in the Database Logger. This will enable you to log Events and Actions.

**Appendix B. Performance Optimization.** Documents the global parameter and point configuration files that you can modify to improve run-time performance.

**Appendix C. Developing C Language Procedures.** Shows you how to develop procedures that use the Event Manager Envelope Process. This appendix is provided for users transitioning from the Event Manager API provided with Version 1.0 of the CIMPPLICITY HMI for Windows NT and Windows 95. Starting with Version 2.0, you should use the Program Editor and the Basic Control Engine language to develop procedures.

---

## Related Publications

For more information, refer to these publications:

**CIMPPLICITY HMI Base System User's Manual** (GFK-1180). This book describes all the basic features of the CIMPPLICITY HMI for Windows NT and Windows 95 product.

**CIMPPLICITY HMI Basic Control Engine Language Reference Manual** (GFK-1283). This book documents all the Basic Control Engine language features available to the Program Editor for the CIMPPLICITY HMI for Windows NT and Windows 95 base system.

**CIMPPLICITY HMI Basic Control Engine Program Editor Operation Manual** (GFK-1305). This book describes the Program Editor that you can use to produce scripts that can be executed as actions by the Event Manager.



# Contents

<b>Introduction</b>	<b>1-1</b>
CIMPLICITY HMI Functionality .....	1-1
<b>Event Management Concepts</b>	<b>2-1</b>
Event Management Defined .....	2-1
Configured Events.....	2-1
Configured Actions .....	2-2
Actions versus Events .....	2-2
Event Manager Startup and Shutdown Scripts .....	2-3
<b>Using the Event Editor</b>	<b>3-1</b>
Getting Started .....	3-1
Event Editor Menus .....	3-2
Event Editor Window Pop-up Menus .....	3-5
Event Editor Toolbar .....	3-6
Event Editor Shortcut Keys.....	3-6
Event Editor Properties .....	3-7
Sample Configurations.....	3-8
Creating an Event.....	3-9
Alarm Acknowledged Events.....	3-10
Alarm Deleted Events .....	3-11
Alarm Generated Events .....	3-12
Alarm Reset Events.....	3-13
Point Change Events .....	3-14
Point Equals Events .....	3-15
Point Transition High Events .....	3-16
Point Transition Low Events.....	3-17
Point Unavailable Events .....	3-18
Point Update Events.....	3-19
Run Once .....	3-20
Timed Events .....	3-21
Event Advanced Tab.....	3-22
Associating Actions with an Event.....	3-23
Creating an Action .....	3-24
Alarm Look-Up Actions .....	3-26
Log Only Actions.....	3-27
Point Alarm Acknowledge Actions.....	3-28
Point Alarm Disable Actions .....	3-29
Point Alarm Enable Actions.....	3-30
Recipe Upload/Download .....	3-31
Run Script Actions.....	3-32
Set Point Actions.....	3-33

Source Transition Set Actions.....	3-34
Transition Set Actions.....	3-35
Call Envelope Function Actions.....	3-36
Copying an Event .....	3-37
Copying an Action.....	3-37
Configuring Event Display Attributes .....	3-38
Configuring Action Display Attributes.....	3-39

## **Using the BCEUI (Event Viewer) 4-1**

About the BCEUI .....	4-1
Getting Started.....	4-1
BCEUI Menus.....	4-3
BCEUI Window Pop-up Menu .....	4-5
BCEUI Toolbar .....	4-5
BCEUI Shortcut Keys.....	4-5
Using the BCEUI Viewer.....	4-6
Selecting Events.....	4-6
Using the Event List.....	4-8
Controlling Scripts .....	4-11

## **Appendix A - Creating the Event Manager Log Table 1-1**

Creating The EM_LOG Table.....	A-1
--------------------------------	-----

## **Appendix B - Performance Optimization 2-1**

About Performance Optimization.....	B-1
Global Parameters .....	B-1
Setting the Maximum Number of Threads .....	B-2
Setting the Thread Timeout.....	B-2
Basic Control Engine Point Cache File .....	B-3

## **Appendix C - Developing User Applications with EM\_EP 3-1**

Enabling the Event Manager Envelope Process .....	C-1
Adding a Procedure to the Event Manager Envelope Process.....	C-2
Setting the Environment .....	C-2
Files to Edit .....	C-3
emep_ext_app.h .....	C-3
emep_addr_ap.h.....	C-3
emep_usrfunc.c .....	C-4
Rebuilding the Executable Files .....	C-6
Restrictions on User-Defined Functions.....	C-7
Example EM_EP Function .....	C-8
action.idt .....	C-8
User Functions - File emep_usrfunc.c.....	C-8
External Declarations - File emep_ext_app.h .....	C-9
Initialization - File emep_addr_ap.h .....	C-9

## **Index**

i

# Introduction

---

## CIMPLICITY HMI Functionality

CIMPLICITY HMI software's Base System functionality - Point Management, Alarm Management, Data Logging facilities, plus a full-functioned User Interface - lets CIMPLICITY HMI software users collect data for reporting and visualize data via lists, graphic status displays, and alarms. Standard data communications ability makes CIMPLICITY HMI software a tool that can provide services such as the following:

- Downtime reporting
- Production reporting
- Records of production counts at work stations
- Graphic monitoring of automatic data point values
- Fault reporting via direct point values and alarms

CIMPLICITY HMI software's flexible system architecture and modular design allows for easy add-on of functionality.

The Event Editor is included in the Basic Control Engine product option for GE Fanuc's CIMPLICITY HMI software. It is fully integrated with CIMPLICITY HMI software's Base System functionality, enhancing its already powerful monitoring capability in a full range of computer integrated manufacturing environments.

The Event Editor lets you define actions to take in response to events that occur in a process. One event may invoke multiple actions, or one action may be invoked by many events. An event can be defined as a changing point or alarm state, or even a time of day. Based on an event, you can perform the following actions:

- Set point values
- Acknowledge or clear alarms
- Create log file entries
- Invoke specific user-defined actions
- Invoke Basic Control Engine scripts to execute user-defined logic

At run-time, the Basic Control Engine monitors for events and executes the configured actions. The Basic Control Engine is based on a multi-threaded design, which allows the system to invoke and execute multiple Basic Control Engine scripts concurrently.



# Event Management Concepts

---

## Event Management Defined

You use the Event Editor to define events and to take actions in response to those events when they occur. The following may all be defined as events:

- A point's status changes
- An alarm's status changes
- A specific time of day occurs
- A specified time interval occurs

In response to events, you may define actions to set point values, manage alarms, create log file entries, and invoke specific user-defined actions.

---

## Configured Events

You can define the following types of events with the Event Editor:

**Alarm State Changes** These events are triggered when the Alarm Manager reports that the state of an alarm changes.

**Point Changes** These events are triggered when the Point Manager reports that the state or value of a point has changed.

**Timed Events** These events are triggered when a specific time of day or time interval occurs.

---

## Configured Actions

An event may invoke several actions, and an action may be invoked as a result of more than one events. You can define any of the following actions to be invoked in a specific order when an event occurs:

<b>Log Event</b>	Send a message to the Event Log that the event took place.
<b>Acknowledge Alarms</b>	Acknowledge an alarm with a specified ID.
<b>Enable/Disable Alarming for a Point</b>	Send a message to the Point Manager to enable or disable alarming for a device or global point.
<b>Recipe Upload/Download</b>	Upload or download a recipe.
<b>Run a Script</b>	Run a Basic Control Engine script.
<b>Set a Point Value</b>	Perform a setpoint operation to update the value of a device point or global point.
<b>Source Transition Set Point</b>	Perform a setpoint operation to update the value of a device point or global point to the value of a source point.
<b>Transition Set Point</b>	Perform a setpoint operation to update the value of a device point or global point to the value of the point defined for the event.
<b>Call an Envelope Function</b>	Run an envelope procedure.

---

## Actions versus Events

Any action can be invoked by any event. Below are a few of the ways actions and events may be combined, with some comments about each.

<b>Point Actions Based on Point Events</b>	You can use this type of event-action to pass information between points.
<b>Point Actions Based on Alarm Events</b>	You can use this type of event-action to allow a physical indication of an alarm, such as activating a light on a control panel.
<b>Events Whose Actions Call A User- Defined Routine or Script</b>	You can use this type of event-action to define custom functions that are invoked in response to configured system events.

---

## Event Manager Startup and Shutdown Scripts

The Basic Control Engine calls a startup script when the Event Manager starts up and a termination script when it shuts down. These scripts are initially null (that is, they do not do anything). You can use these scripts to perform initialization and termination tasks, such as restoring and saving the value of a global variable. The two scripts are:

- EM\_INIT.BCL
- EM\_TERM.BCL

You will find copies of these scripts in your project's \scripts directory.



# Using the Event Editor

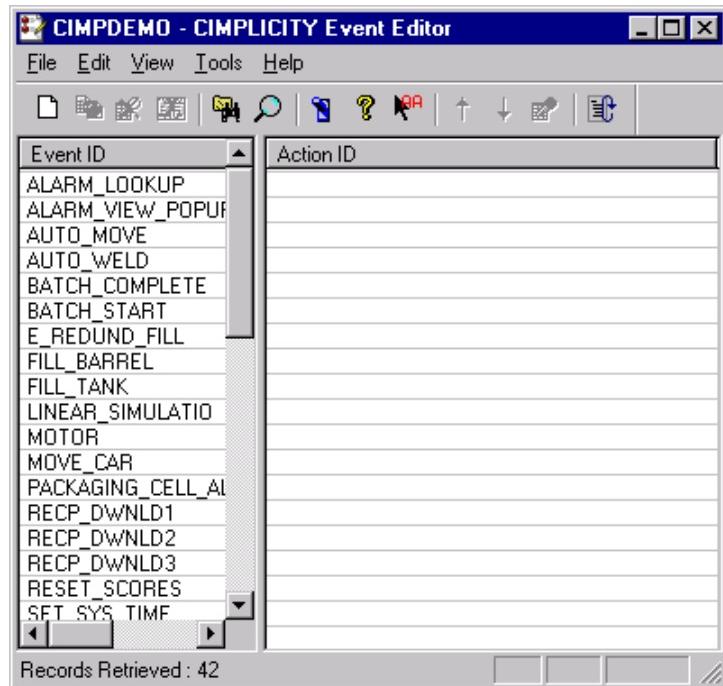
## Getting Started

To start the Event Editor, double-click the **Event Editor** icon in your project's Workbench.



Event  
Editor

The CIMPURITY Event Editor window opens.



The window is divided into two panes by a vertical bar that you can move with the mouse. If you are displaying Events and Actions **By Event**, the Events will be in the left pane and their associated Actions in the right pane. If you are displaying Events and Actions **By Action**, the Actions will be in the left pane, and their associated Events will be in the right pane.

Using the Event Editor, you can:

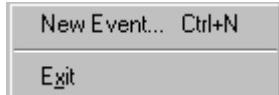
- Create, modify, or delete Events
- Create, modify or delete Actions
- Assign Actions to Events
- Reorder the list of Actions for an Event
- Change the Event Editor display attributes
- Enable or disable Dynamic Configuration update

## Event Editor Menus

You can use the menu options to create new events and actions, modify, delete or copy selected events and actions, reorder the actions for an event, display the attributes for an event or action, toggle dynamic updates, and access Help.

### ***The File Menu***

The **File** menu functions are as follows:



#### **Note**

---

The menu entries depend on which pane is active.

<b>New Event...</b>	Creates a new Event. This option is displayed if the Event pane is active.
<b>New Event_Action...</b>	Creates a new action for the currently selected Event. This option is displayed if the Event pane is active, and you have clicked the mouse once in the Action pane.
<b>New Action...</b>	Creates a new Action. This option is displayed if the Action pane is active.
<b>Exit</b>	Exits the Event Editor.

### ***The Edit Menu***

The **Edit** menu functions are as follows:

Modify Event...	Ctrl+M
Delete Event	Del
Copy Event...	Ctrl+C
Move Up	
Move Down	
Alarm Filter...	Ctrl+F

### Note

---

The menu entries depend on which pane is active.

- |                            |   |
|----------------------------|---|
| <b>Modify Event</b>        | Opens the <i>Modify Event</i> dialog box, and lets you change the <b>Event Type</b> and associated fields.                                    |
| <b>Modify Action</b>       | Opens the <i>Modify Action</i> dialog box, and lets you change the <b>Action Type</b> and associated fields.                                  |
| <b>Delete Event</b>        | Deletes the selected Event from the list of available Events  |
| <b>Delete Event-Action</b> | Removes the selected Action from the list of Actions for the selected Event.  |
| <b>Delete Action</b>       | Deletes the Action. This function will remove the Action from all Events that use it <i>and</i> remove it from the list of available Actions. |
| <b>Copy Event</b>          | Copies the selected Event to a new Event. You can also choose to copy the Actions.  |
| <b>Move Up</b>             | While viewing Event-Actions, controls the execution order of the selected Action by moving it up in the list of Actions for the Event.        |
| <b>Move Down</b>           | While viewing Event-Actions, controls the execution order of the selected Action by moving it down in the list of Actions for the Event.      |
| <b>Alarm Filter</b>        | Opens the Alarm Setup dialog box and lets you set the filter for the alarms the Event Manager will respond to.                                |

### Note

---

Scripts run asynchronously, so their order in the list does not guarantee their order of execution. Other actions, like **Setpoint**, can be ordered.

## The View Menu

The **View** menu functions are as follows:



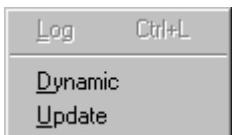
### Note

The menu entries depend on which pane is active.

<b>Toolbar</b>	Toggles the display of the Toolbar.
<b>Status Bar</b>	Toggles the display of the Status Bar.
<b>Search</b>	If you are displaying <b>By Event</b> , opens the <i>Event Search</i> dialog box. If you are displaying <b>By Action</b> , opens the <i>Action Search</i> dialog box.
<b>Event Attributes...</b>	If you are displaying <b>By Event</b> , opens the <i>Configure Display Attributes</i> dialog box for Events, and lets you select Event attributes to display in the window.
<b>Action Attributes...</b>	If you are displaying <b>By Action</b> , opens the <i>Configure Display Attributes</i> dialog box for Actions, and lets you select Action attributes to display in the window.
<b>All Actions</b>	Displays all Actions in the Action pane. You can then select Actions and drag them into an Event.
<b>By Event</b>	Displays Event and Action information by Event.
<b>By Action</b>	Displays Event and Action information by Action.

## The Tools Menu

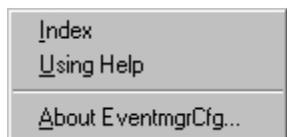
The **Tools** menu functions are as follows:



<b>Log</b>	Enable or disables logging of Events and Actions.
<b>Dynamic</b>	Enables or disables Dynamic Configuration of points, alarms, etc., when configuring Events or Actions.
<b>Update</b>	Dynamically updates the Basic Control Engine with the current Event configuration and scripts used by the Actions in the configuration.  The Basic Control Engine normally loads and compiles your scripts at project startup. If you modify a script and save it to disk while your project is running, the Basic Control Engine will not load the modified script until you perform an <b>Update</b> or the until project is stopped and restarted.

## The Help Menu

The **Help** menu functions are as follows:



**Index** Displays the main *Help* window for the Event Editor.

**Using Help** Displays the main *Help* window for Windows operating system.

**About Eventmgr Cfg...** Displays the program identification, version number, and copyright for the Event Editor.

## Event Editor Window Pop-up Menus

To access the Window Pop-up menu, press the right mouse button anywhere in the *CIMPLICITY Event Editor* window.



The list of options will depend on whether you are working in the Event list or Action list.

Also, whenever you see the Pop-up Menu button - - to the right of an input field in a dialog box, you can use one of these methods to access the field Pop-up menu:

- Position the cursor in the input field and click the right mouse button.
- Click the Pop-up Menu button.



When you do this, a drop-down menu displays. You can use this menu to create a new entity, edit the current entity, or display the dialog box for selecting a new entity from the current set.

## Event Editor Toolbar

The Tools toolbar is available to you in the Event Editor. You can use the **View Toolbars** menu item to turn on and off the display of this toolbar. You can fix the toolbar in the Event Editor window, or display it in a separate window at your discretion.

The buttons on the Tools toolbar are:

	<b>New</b>	Creates a new Event or Action record.
	<b>Copy</b>	Makes a copy of the selected Event or Action.
	<b>Delete</b>	Deletes the selected Event(s) or Action(s).
	<b>Modify</b>	Modifies the selected Event or Action.
	<b>Search</b>	Searches for specified Events or Actions.
	<b>Attributes</b>	Opens the Configure Display Attributes dialog box for Events or Actions.
	<b>Dynamic</b>	Enables/disables Dynamic Configuration Updates.
	<b>About</b>	Displays program information, version number, and copyright.
	<b>Show all actions</b>	Shows all actions.
	<b>Action order up</b>	Moves the selected Action up in the list for an Event.
	<b>Action order down</b>	Moves the selected Action down in the list for an Event.
	<b>Toggle Logging</b>	Enables/Disables Event Action logging.
	<b>Update</b>	Updates Control Manager Runtime.

## Event Editor Shortcut Keys

The following are the more commonly used keystrokes that are available for your use in the Event Editor:

<b>Ctrl+N</b>	Creates a new Event, Event-Action, or Action.
<b>Ctrl+M</b>	Modifies an Event or Action.
<b>Del</b>	Deletes an Event or Action.
<b>Ctrl+C</b>	Copies an Event or Action.
<b>Ctrl+S</b>	Searches for selected Events or Actions.
<b>Ctrl+A</b>	Opens the Configure Display Attributes dialog box for Events or Actions.
<b>Ctrl+L</b>	Toggles logging for Events and Actions.
<b>F1</b>	Opens the Help window for the Event Editor.
<b>Ctrl+F</b>	Opens the Alarm Setup dialog box.

# Event Editor Properties

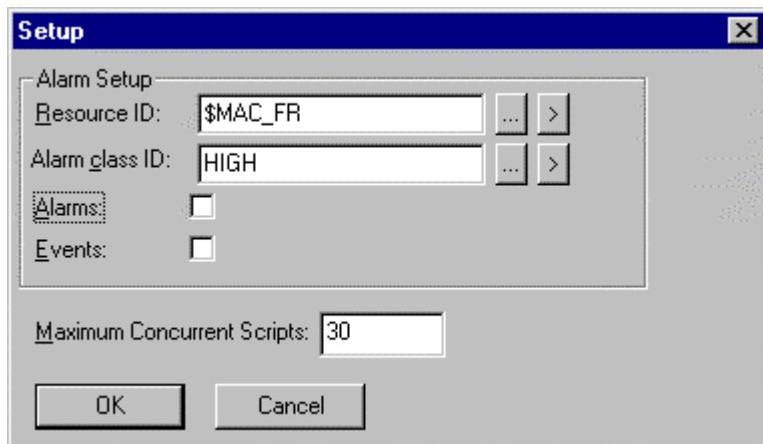
The *Alarm Setup* dialog box lets you filter the alarms to which the Event Manager will respond. You can filter by Resource ID and by Alarm Class ID. You can also have the Event Manager respond to Alarm Log data, Event Log data, or both.

## Important

**You must enter information in this dialog box in order to receive Alarm and/or Event data.**

To open the *Alarm Setup* dialog box, do one of the following:

- Click once on the *Event Editor* icon in your project's Configuration cabinet, click the right mouse button, then select **Options** from the pop-up menu.
- Select **Alarm Filter** from the **Edit** menu.
- Select **Alarm Filter** from the Window Pop-up menu.
- Press **Ctrl+F**.



Enter information in the fields as follows:

### Resource ID

Enter the name of the resource for which the Event Manager can receive information.

You can click the Browser button - - to the right of the input field to browse for a Resource ID, or you can click the Pop-up Menu button - - to create a new Resource ID, or browse for an existing Resource ID.

### Alarm Class ID

Enter the name of the Alarm Class for which the Event Manager can receive information.

You can click the Browser button - - to the right of the input field to browse for an Alarm Class ID, or you can click the Pop-up Menu button - - to create a new Alarm Class ID, or browse for an existing Alarm Class ID.

<b>Alarms</b>	Set this check box if you want the Event Manager to receive Alarm Log data.
<b>Events</b>	Clear the check box if you do not want the Event Manager to receive any Alarm Log data.
<b>Maximum Concurrent Scripts</b>	Set this check box if you want the Event Manager to receive Event Log data.
	Clear the check box if you do not want the Event Manager to receive any Event Log data.
<b>Maximum Concurrent Scripts</b>	Specifies the maximum number of scripts that can execute concurrently within the Event Manager. When this limit is exceeded an SEM_MAX_SCRIPTS alarm will be generated. Additional a "Too many executing threads, action ignored" message will appear in the status log.

## Sample Configurations

Here are some examples of how you can filter information for the Event Manager.

If you want the Event Manager to receive all alarms and events:

1. Leave the **Resource ID** and **Alarm Class ID** fields blank.
2. Set the **Alarms** and **Events** check boxes.

If you want the Event Manager to only receive Event Log data for system resources:

1. Enter "\$SYSTEM" in the **Resource ID** field.
2. Leave the **Alarm Class ID** field blank.
3. Leave the **Alarms** check box blank.
4. Set the **Events** check box.

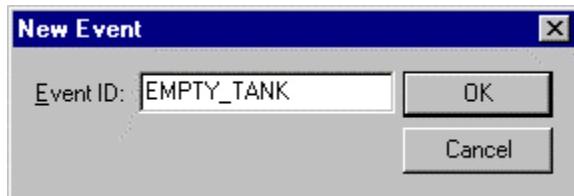
If you want the Event Manager to receive alarms and events for all resources, by the alarms will be restricted to the "HIGH" class from "\$SYSTEM" resources:

1. Enter "\$SYSTEM" in the **Resource ID** field.
2. Enter "HIGH" in the **Alarm Class ID** field.
3. Set the **Alarms** and **Events** check boxes.

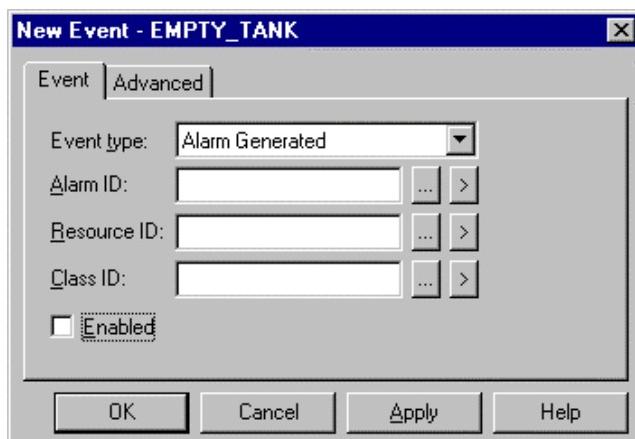
# Creating an Event

## To create an Event:

1. Make sure you are displaying **By Event**.
2. Click the mouse once in the Event window.
3. Select **New Event** from the **File** menu, or click the **New** button on the Tools toolbar, or press **Ctrl+N**. The *New Event* dialog box opens.



4. Enter the name of the new Event in the **Event ID** field and select **OK**. The New Event properties dialog box opens.



5. Select the **Event type** you want.
6. Enter additional information as required to define the Event and select **OK**. The dialog box closes and the new Event appears in the Event list in the CIMPLICITY Event Editor window.

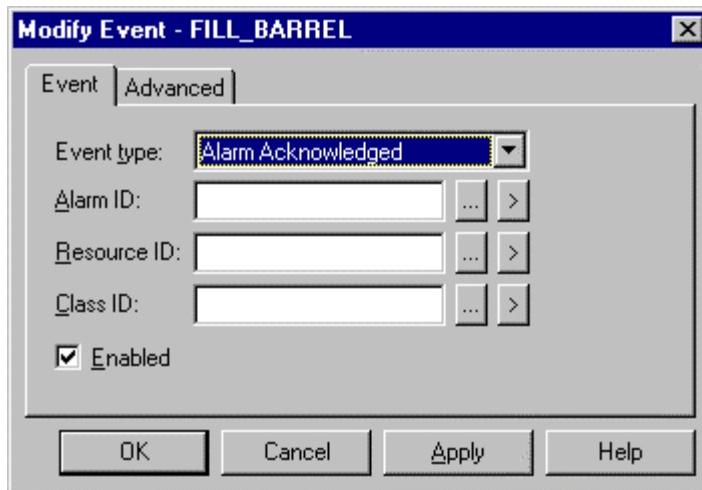
You can create any of the following types of Events:

- Alarm Acknowledged
- Alarm Deleted
- Alarm Generated
- Alarm Reset
- Point Change
- Point Equals
- Point Transition High
- Point Transition Low
- Point Unavailable
- Point Update
- Timed

## Alarm Acknowledged Events

An Alarm Acknowledged Event occurs when the alarm identified in the **Alarm ID** field for the Event is acknowledged.

**Note:** Alarms can be acknowledged manually by operators, or automatically via software.



To create this Event, enter the following information in the *New Event* dialog box:

**Alarm ID** Enter the ID of the alarm or wildcard pattern that will trigger this event when it is acknowledged.

You can click the Browser button - - to the right of the input field to browse for an Alarm ID, or you can click the Pop-up Menu button - - to create a new Alarm ID, or browse for an existing Alarm ID.

**Resource** Leave this field blank if you want the Event to be generated whenever the alarm is acknowledged.

Enter a Resource ID in this field if you want the Event to be generated only when the alarm is acknowledged for that resource.

You can click the Browser button - - to the right of the input field to browse for a Resource ID, or you can click the Pop-up Menu button - - to create a new Resource ID, or browse for an existing Resource ID.

**Class ID** Select the alarm classification that will evaluate this event. To create a new classification, select **New** from the right mouse menu or the *Class ID* popup menu..

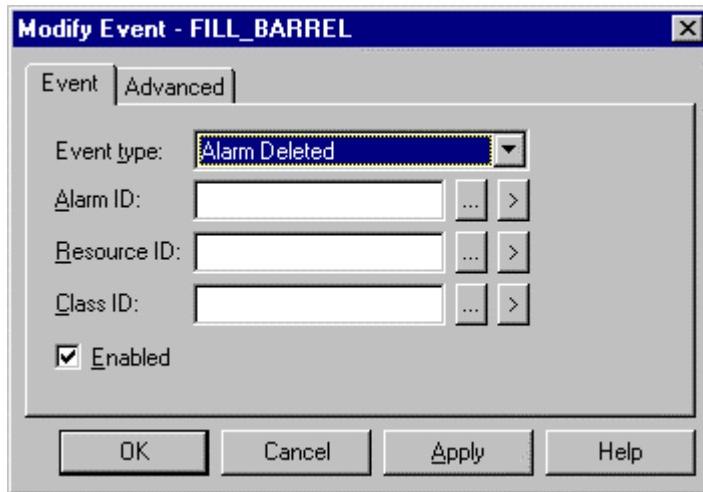
**Enabled** If you want the Event to be enabled, set this check box.

To disable the Event, clear the check box.

## Alarm Deleted Events

An Alarm Deleted Event occurs when the alarm identified in the **Alarm ID** field for the Event is deleted.

**Note:** Alarms may be deleted manually by operators, or automatically via software.



To create this Event, enter the following information in the *New Event* dialog box:

**Alarm ID** Enter the ID of the alarm that will trigger this event when it is deleted.

You can click the Browser button - - to the right of the input field to browse for an Alarm ID, or you can click the Pop-up Menu button - - to create a new Alarm ID, or browse for an existing Alarm ID.

**Resource** Leave this field blank if you want the Event to be generated whenever the alarm is deleted.

Enter a Resource ID in this field if you want the Event to be generated only when the alarm is deleted for that resource.

You can click the Browser button - - to the right of the input field to browse for a Resource ID, or you can click the Pop-up Menu button - - to create a new Resource ID, or browse for an existing Resource ID.

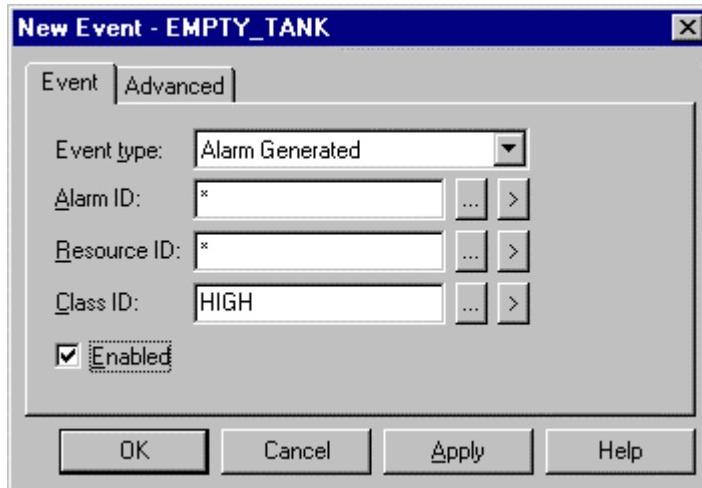
**Class ID** Select the alarm classification that will evaluate this event. To create a new classification, select **New** from the right mouse menu or the *Class ID* popup menu..

**Enabled** If you want the event to be enabled, set this check box.

To disable the event, clear the check box.

## Alarm Generated Events

An Alarm Generated Event occurs when the alarm identified in the **Alarm ID** field for the Event is generated.



To create this Event, enter the following information in the *New Event* dialog box:

**Alarm ID** Enter the ID of the alarm or wildcard pattern that will trigger this event when it is generated.

You can click the Browser button - - to the right of the input field to browse for an Alarm ID, or you can click the Pop-up Menu button - - to create a new Alarm ID, or browse for an existing Alarm ID.

**Resource** Leave this field blank if you want the Event to be generated whenever the alarm is generated.

Enter a Resource ID in this field if you want the Event to be generated only when the alarm is generated for that resource.

You can click the Browser button - - to the right of the input field to browse for a Resource ID, or you can click the Pop-up Menu button - - to create a new Resource ID, or browse for an existing Resource ID.

**Class ID** Select the alarm classification that will evaluate this event. To create a new classification, select **New** from the right mouse menu or the *Class ID* popup menu..

**Enabled** If you want the event to be enabled, set this check box.

To disable the event, clear the check box.

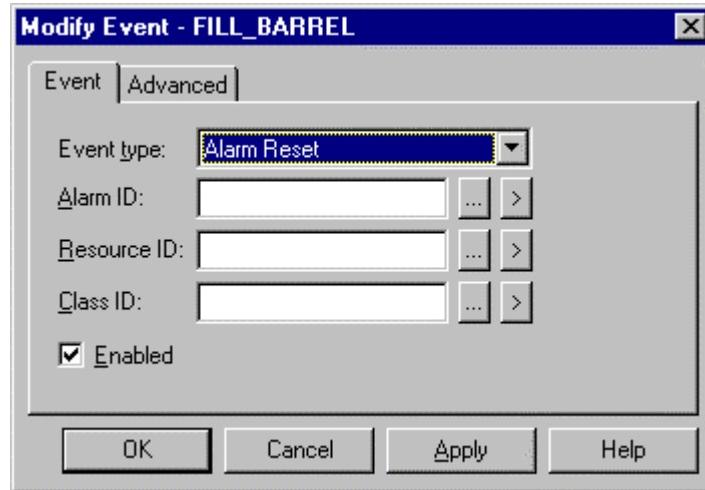
---

**Note:** All alarm events allow wildcards for pattern matching. Valid wildcards are \* and ?. In the above example, the event "Alarm" will occur whenever a HIGH Class alarm occurs.

## Alarm Reset Events

An Alarm Reset Event occurs when the alarm identified in the **Alarm ID** field for the Event is reset.

**Note:** Alarms can be reset manually by operators, or automatically via software.



To create this Event, enter the following information in the *New Event* dialog box:

**Alarm ID** Enter the ID of the alarm or wildcard pattern that will trigger this event when it is reset.

You can click the Browser button - - to the right of the input field to browse for an Alarm ID, or you can click the Pop-up Menu button - - to create a new Alarm ID, or browse for an existing Alarm ID.

**Resource** Leave this field blank if you want the Event to be generated whenever the alarm is reset.

Enter a Resource ID in this field if you want the Event to be generated only when the alarm is reset for that resource.

You can click the Browser button - - to the right of the input field to browse for a Resource ID, or you can click the Pop-up Menu button - - to create a new Resource ID, or browse for an existing Resource ID.

**Class ID** Select the alarm classification that will evaluate this event. To create a new classification, select **New** from the right mouse menu or the *Class ID* popup menu..

**Enabled** If you want the event to be enabled, set this check box.

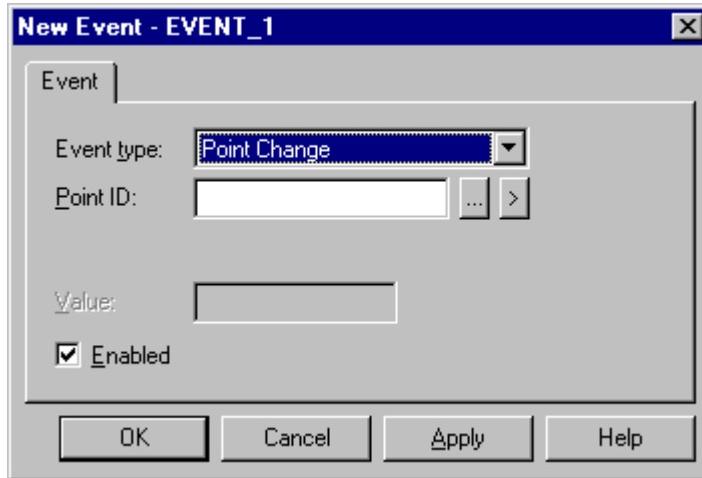
To disable the event, clear the check box.

## Point Change Events

A Point Change Event occurs when value of the point identified in the **Point ID** changes.

### Note

Point value changes to and from the unavailable value are *not* Point Change Events. Use the Point Update Event to detect these changes.



To create this Event, enter the following information in the *New Event* dialog box:

**Point ID** Enter the ID of the point that will trigger this event when its value changes.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

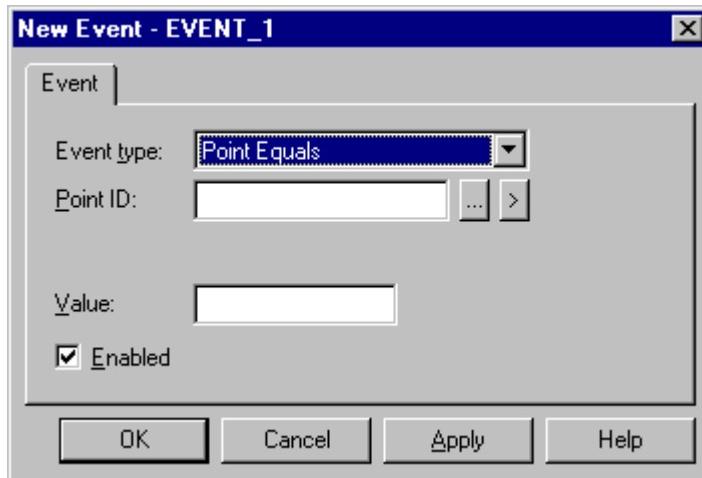
If the point is an array point, you can specify the element that will trigger this event. To specify an element, append the index in brackets at the end of the Point ID (for example, ARRAY\_PT[3]). If you do not specify the element for an array point, the first element is assumed.

**Enabled** If you want the event to be enabled, set this check box.

To disable the event, clear the check box.

## Point Equals Events

A Point Equals Event occurs when value of the point identified in the **Point ID** field equals the value in the **Value** field.



To create this Event, enter the following information in the *New Event* dialog box:

**Point ID** Enter the ID of the point that will trigger this event.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

If the point is an array point, you can specify the element that will trigger this event. To specify an element, append the index in brackets at the end of the Point ID (for example, ARRAY\_PT[3]). If you do not specify the element for an array point, the first element is assumed.

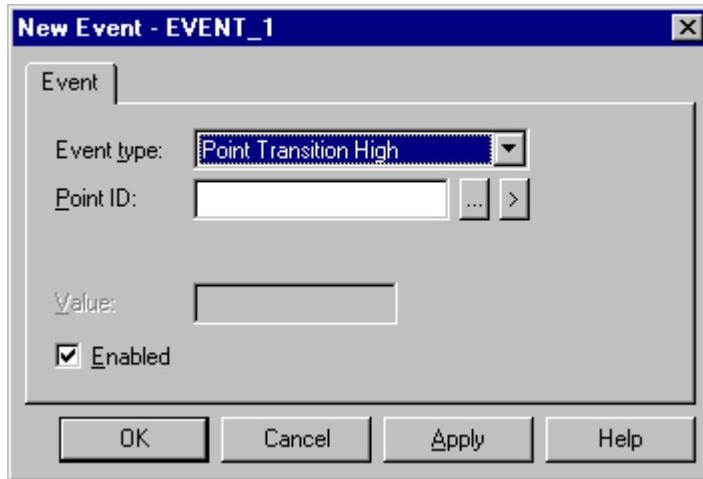
**Value** Enter the value to be checked for in this field.

**Enabled** If you want the event to be enabled, set this check box.

To disable the event, clear the check box.

## Point Transition High Events

A Point Transition High Event occurs when value of the Digital type point identified in the **Point ID** field transitions to HIGH (that is, it changes value from 0 to 1).



To create this Event, enter the following information in the *New Event* dialog box:

**Point ID** Enter the ID of the point that will trigger this event when its value transitions to HIGH.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

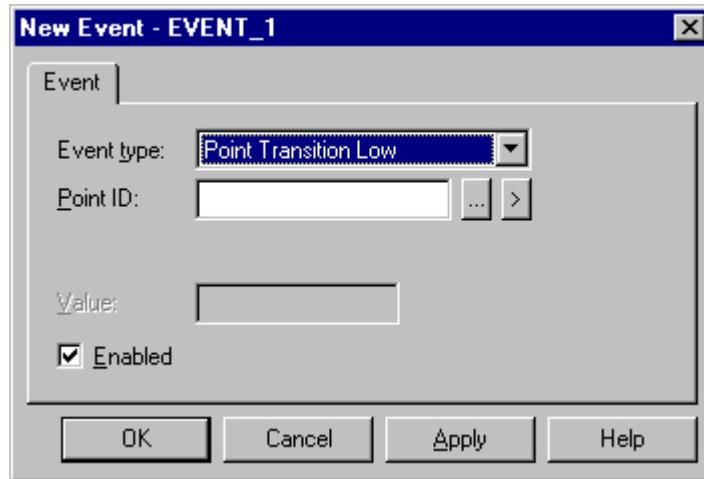
If the point is an array point, you can specify the element that will trigger this event. To specify an element, append the index in brackets at the end of the Point ID (for example, ARRAY\_PT[3]). If you do not specify the element for an array point, the first element is assumed.

**Enabled** If you want the event to be enabled, set this check box.

To disable the event, clear the check box.

## Point Transition Low Events

A Point Transition Low Event occurs when value of the Digital type point identified in the **Point ID** field transitions to LOW (that is, it changes value from 1 to 0).



To create this Event, enter the following information in the *New Event* dialog box:

**Point ID** Enter the ID of the point that will trigger this event when its value transitions to LOW.

You can click the Browser button - - to the right of the input field to browse for a Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

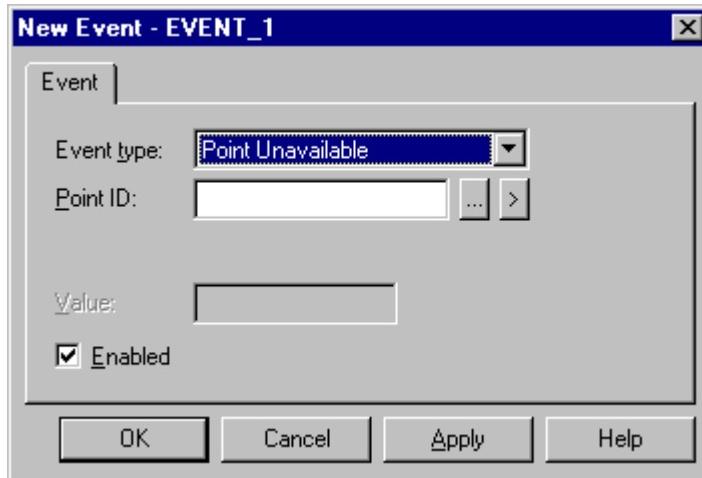
If the point is an array point, you can specify the element that will trigger this event. To specify an element, append the index in brackets at the end of the Point ID (for example, ARRAY\_PT[3]). If you do not specify the element for an array point, the first element is assumed.

**Enabled** If you want the event to be enabled, set this check box.

To disable the event, clear the check box.

## Point Unavailable Events

A Point Unavailable Event occurs when value of the point identified in the **Point ID** field becomes unavailable.



To create this Event, enter the following information in the *New Event* dialog box:

**Point ID** Enter the ID of the point that will trigger this event when it becomes unavailable.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

**Enabled** If you want the event to be enabled, set this check box.

To disable the event, clear the check box.

## Point Update Events

A Point Update Event occurs when value of the point identified in the **Point ID** field is updated. The rate at which the point is updated is a function of its **Update criteria**, which will be one of the following:

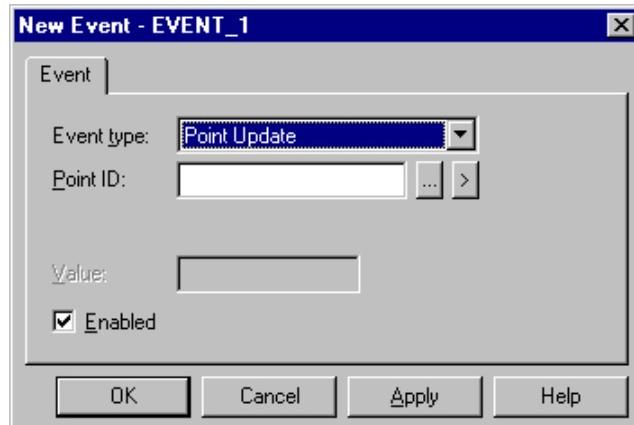
<b>On Scan</b>	The point is updated at each scan interval.
<b>On Change</b>	The point is updated when its value changes.
<b>On Demand</b>	The point is updated on request by a CIMALICITY process.
<b>On Demand On Scan</b>	The point is updated at each scan interval while it is being requested by a CIMALICITY process.
<b>On Demand On Change</b>	The point is updated when its value changes while it is being requested by a CIMALICITY process.
<b>Poll Once</b>	The point is polled once at startup.
<b>Unsolicited</b>	The point is updated whenever the device determines that an update is needed.

### Note

---

Point value changes to and from the unavailable value are also Point Update Events.

---



To create this Event, enter the following information in the *New Event* dialog box:

**Point ID** Enter the ID of the point that will trigger this event when its value updates.

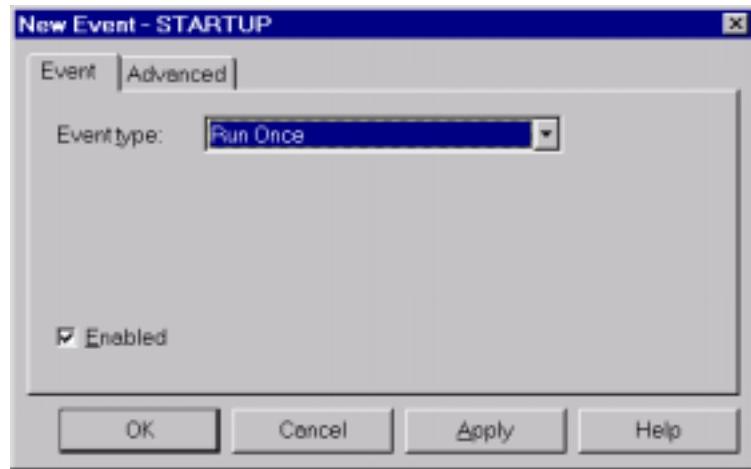
You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

**Enabled** If you want the event to be enabled, set check box.

To disable the event, clear the check box.

## Run Once

The Event Type, Run Once, is invoked once when the Event Manager starts.

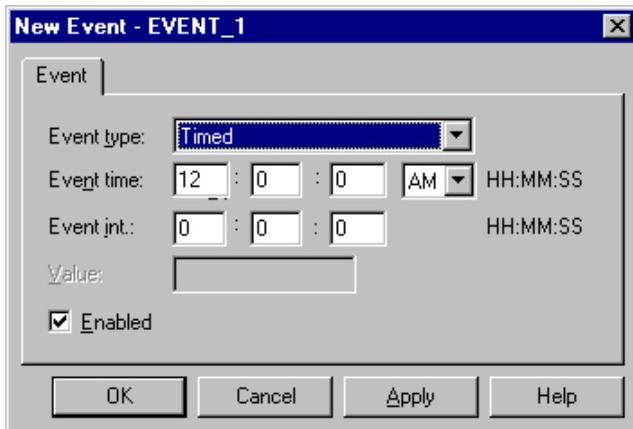


To create this Event, enter the following information in the *New Event* dialog box:

- Enabled** If you want the event to be enabled, set check box.  
To disable the event, clear the check box.

## Timed Events

A TIMED Event occurs when the time identified in the **Event Time** field occurs.



To create this Event, enter the following information in the *New Event* dialog box:

**Event Time** Enter the time when the Event is to be triggered in these fields. The format is HH:MM:SS. You can use the drop-down list button to select AM or PM.

**Event Int** Enter the interval of time after the **Event Time** when the Event will be rescheduled.

If you do not want to reschedule the Event, leave zeros in these fields.

**Enabled** If you want the event to be enabled, set this check box.

To disable the event, clear the check box.

### Timed Event Example

If you have an Event that you want to be scheduled every hour on the quarter hour, you can do the following:

1. Enter 12:15:00 AM in the **Event Time** field
2. Enter 01:00:00 in the **Event Int** field.

So the event is scheduled at 12:15:00 AM, 01:15:00 AM, 02:15:00 AM, etc.

If you have an Event that you want to be scheduled every 15 minutes, you can do the following:

1. Enter 12:00:00 AM in the **Event Time** field.
2. Enter 00:15:00 in the **Event Int** field.

So the event is scheduled at 12:15:00 AM, 12:30:00 AM, 12:45:00 AM, etc.

If you have an Event that you want to be scheduled at 2:30 AM every day, you can do the following:

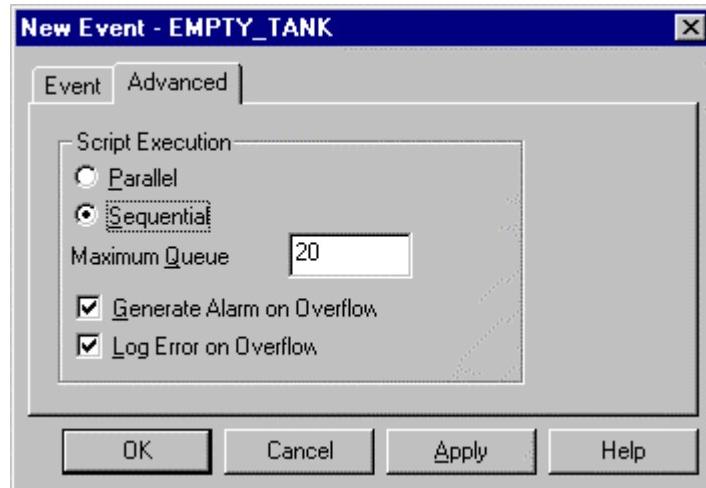
1. Enter 02:30:00 AM in the **Event Time** field.
2. Enter 00:00:00 in the **Event Int** field.

So the event is scheduled at 2:30 AM everyday.

## Event Advanced Tab

The New Event dialog box has an Advanced tab where you can specify:

- Script Execution
- Maximum Queue size
- Response to Overflow



### Parallel

Runs a script each time an Event is invoked. More than one copy of the script may run at a time. You must use critical sections to control access to resources.

### Sequential

(Default) When an Event is triggered, if an existing instance of the event is still executing the script will be queued to start after the current script is done.

### Maximum Queue

With sequential a maximum queue size is specified. In this case when more than 20 events are queued, the oldest will be discarded.

### Generate Alarm on Overflow

(Default) If the sequential queue overflows, check this box to generate an \$EM\_QUEUE alarm when the queue overflows.

### Note

If your event is an alarm event, generating an alarm may cause your event to trigger again and generate another alarm. This will cause a circular cycle of alarms.

### Log Error on Overflow

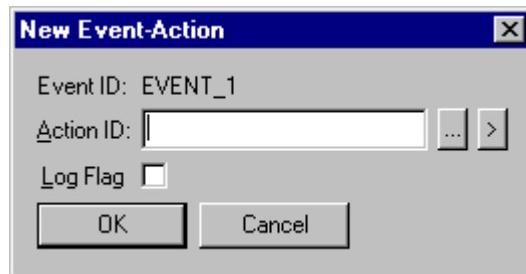
(Default) If the sequential queue overflows, check this box to generate a message in the status log.

## Associating Actions with an Event

You can relate each Event that you create to one or more Actions that will be executed when the Event occurs.

To associate an Action with an Event:

1. Make sure you are displaying **By Event**.
2. Select the Event from the Event list.
3. Click the mouse once in the Action list.
4. Select **New Event-Action** from the **File** menu, or press **Ctrl+C**.  
The *New Event-Action* dialog box opens.



Enter the following information in the New Action dialog box:

**Action ID** Enter the ID of the Action you want to associate with the Event in this field.

In addition, you can click the Browser button - - to the right of the input field to browse for an Action, or you can click the Pop-up Menu button - - to create a new Action, or browse for an existing Action.

If you elect to create a new Action, the *New Action* dialog box opens.

**Log Flag** Set this check box if you want the Event and the Action to be logged to the Database Logger Event Log.

Clear this check box to disable logging.

You can also use the **Toggle Logging** button on the Toolbar to toggle the **Log Flag**.

# Creating an Action

You can create an Action either of two ways:

- From an Event, you can select **New** from the Pop-up Menu in the **Action ID** field.
- If you are displaying **By Action**, you can create an Action without having to create an Event

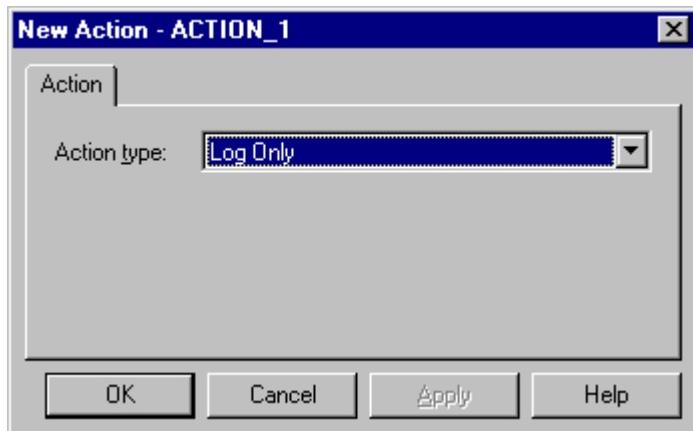
To create an Action without having to create an Event:

1. Make sure you are displaying **By Action**.
2. Click the mouse once in the Action window.
3. Select **New Action** from the **File** menu, or click the **New** button on the Tools toolbar, or press **Ctrl+N**. The *New Action* dialog box opens.

When the New Action dialog box opens:



1. Enter the name of the new Action in the **Action ID** field and select **OK**. The *New Action* properties dialog box opens.



2. Select the **Action type** you want.
3. Enter additional information as required to define the Action and select **OK**. The dialog box closes and the new Action appears in the Action list in the *CIMPLICITY Event Editor* window.

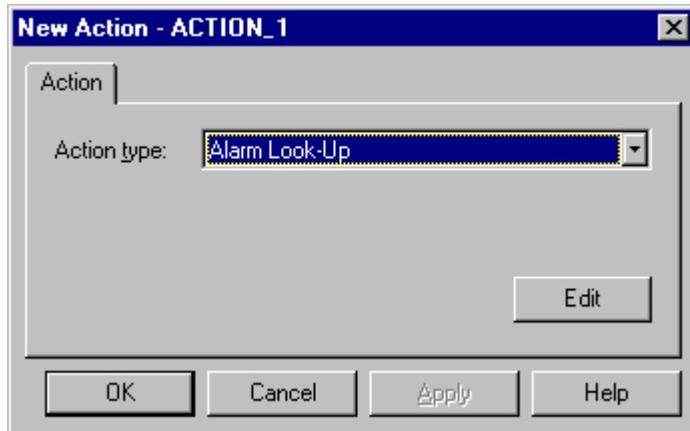
You can create any of the following types of Actions:

- Alarm Look-Up
- Log Only
- Point Alarm Acknowledge
- Point Alarm Disable
- Point Alarm Enable
- Recipe Upload/Download
- Run Script
- Set Point
- Source Transition Set
- Transition Set
- Call Envelope Function

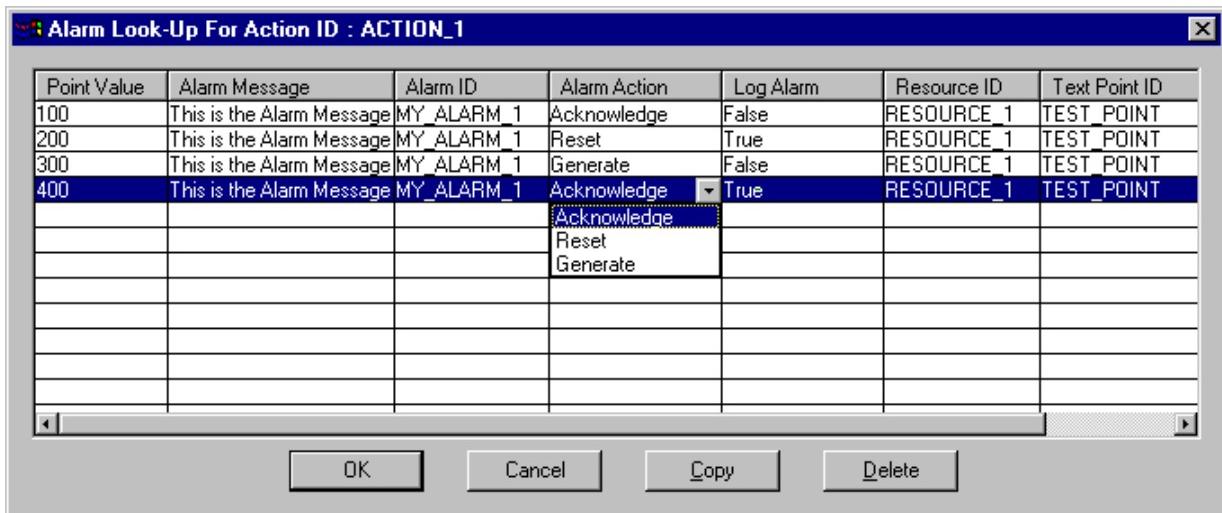
## Alarm Look-Up Actions

An Alarm Look-Up action associates a list of point values and Alarm IDs to be acted upon when the value of the Point ID for the associated Event equals the point value in the configured Alarm Look-Up.

**Important:** The Event must be a Point event



To edit the Alarm Look-Up action click on the **Edit** button. The *Alarm Look-Up for Action ID* dialog box opens.



You can enter information in the following fields

**Point Value**

This is a required field.

Enter the value for the point that will cause the Alarm Action to occur.

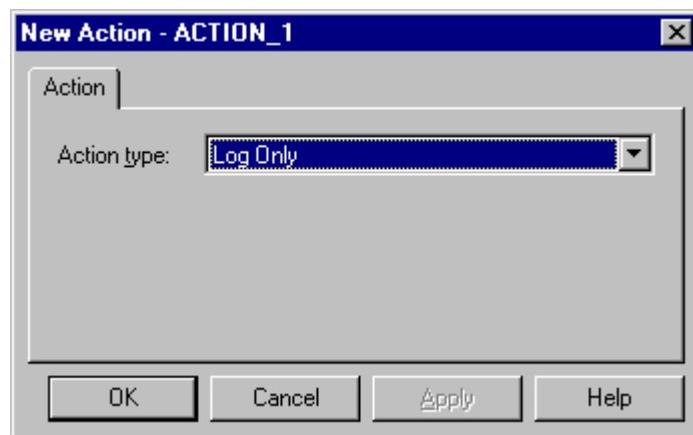
**Alarm Message**

Enter the message text that will be associated with the generated alarm.

<b>Alarm ID</b>	This is a required field.  Enter the name of the CIMPICITY Alarm ID for which the action will be taken.
	<b>Important:</b> When you create the Alarm ID in the Alarm Definition dialog box, you must:
	1. Select \$CIMBASIC in the Alarm type field.
	2. Enter one %\$ parameter in the Alarm message field to hold the Alarm Message defined for the Point Value.
	<i>See the "Configuring Alarms" chapter in the <u>Base System User's Manual</u>, GFK-1180, for details about creating an Alarm ID.</i>
<b>Alarm Action</b>	Enter the action to be taken for the alarm. You can click the drop-down list button to the right of the input field and select the action from the list of available actions.
<b>Log Alarm</b>	Enter <b>True</b> if you want to log this event in the Event Log.  Enter <b>False</b> if you do not want to log this event.
<b>Resource ID</b>	Enter an optional Resource ID to be associated with the given alarm.
<b>Text Point ID</b>	If you leave this field blank, \$SYSTEM is used.  Enter the Point ID for a text point in this field.  If you enter a text Point ID in this field, the point's value is set to the alarm message when the alarm action occurs.

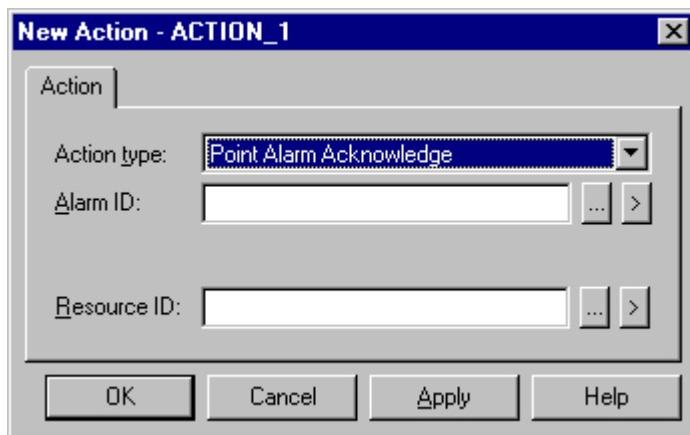
## Log Only Actions

A Log Only action logs the associated Event in the Database Logger Event Log. No other action is taken.



## Point Alarm Acknowledge Actions

A Point Alarm Acknowledge action acknowledges the alarm defined by the **Alarm ID** and **Resource ID**.



To create this Action, enter the following information in the *New Action* dialog box:

**Alarm ID**

Enter the ID of the alarm to be acknowledged.

You can click the Browser button - - to the right of the input field to browse for an Alarm ID, or you can click the Pop-up Menu button - - to create a new Alarm ID, or browse for an existing Alarm ID.

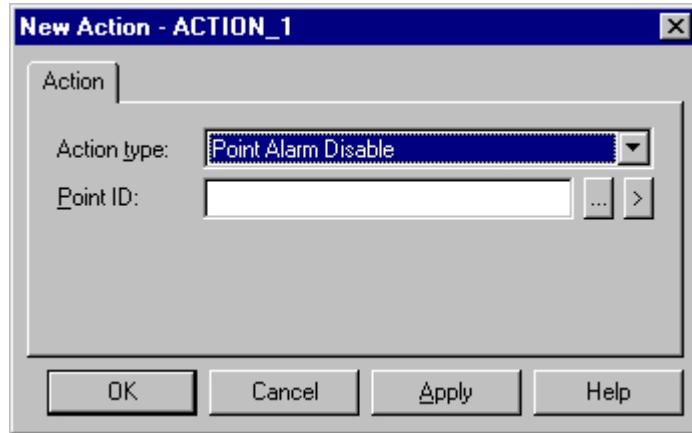
**Resource ID**

Enter the ID of the resource for the alarm to be acknowledged.

You can click the Browser button - - to the right of the input field to browse for an Resource ID, or you can click the Pop-up Menu button - - to create a new Resource ID, or browse for an existing Resource ID.

## Point Alarm Disable Actions

A Point Alarm Disable action disables alarming for the point in the **Point ID** field.



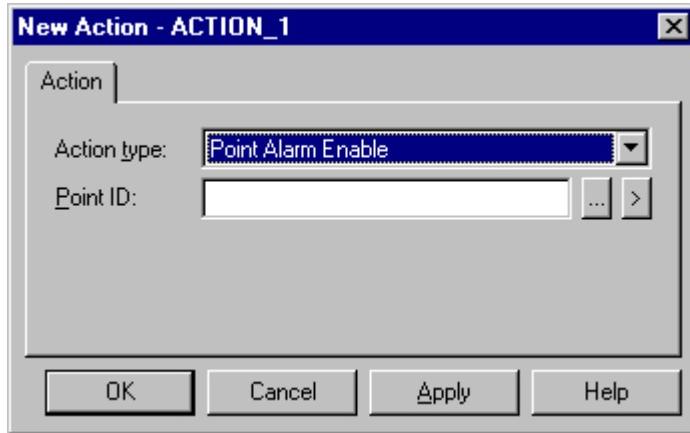
To create this Action, enter the following information in the *New Action* dialog box:

**Point ID** Enter the name of the Point ID for which alarming is to be disabled.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

## Point Alarm Enable Actions

A Point Alarm Enable action enables alarming for the point in the **Point ID** field.



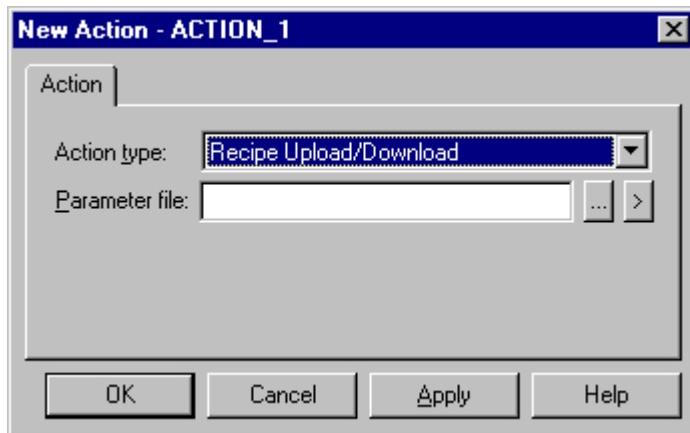
To create this Action, enter the following information in the *New Action* dialog box:

**Point ID** Enter the name of the Point ID for which alarming is to be enabled.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

## Recipe Upload/Download

A Recipe Upload/Download action uploads or downloads the recipe defined by the **Parameter File**.



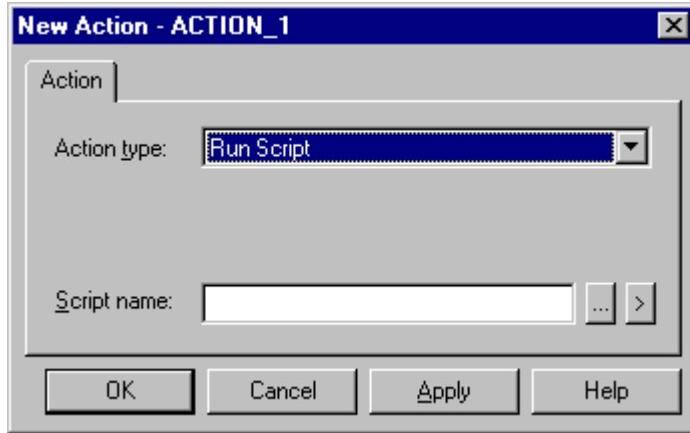
To create this Action, enter the following information in the *New Action* dialog box:

**Parameter File** Select an Automatic Action file that you created in Recipes in this field.

You can click the Browser button - - to the right of the input field to browse for an Automatic Action, or you can click the Pop-up Menu button - - to open a Recipe Configuration window and create a new Automatic Action file, or browse for an existing Automatic Action file.

## Run Script Actions

A Run Script action runs the Basic Control Engine script defined in the **Script Name** field. The script is run in parallel with all actions that are being executed for the event. In other words, the Basic Control Engine does not wait for the script to complete before it initiates the next Action defined for the Event.



To create this Action, enter the following information in the *New Action* dialog box:

**Script Name** Enter the name of the script to be executed in this field.

You can click the Browser button - - to the right of the input field to browse for a script, or you can click the Pop-up Menu button - - to create a new script, or browse for an existing script.

### Note

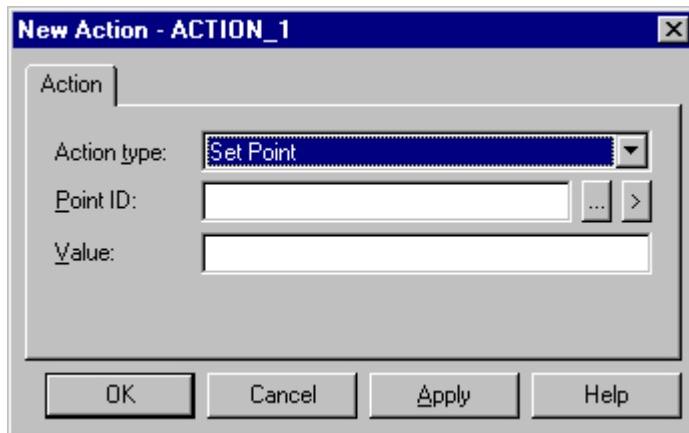
---

The Basic Control Engine loads and compiles your scripts when your project starts up. If you modify a script and save it to disk while your project is running, the Basic Control Engine will *not* load the modified script until you perform an **Update** from the **Tools** menu, or until the project is stopped and restarted.

---

## Set Point Actions

A Set Point action sets the value of a point.



To create this Action, enter the following information in the *New Action* dialog box:

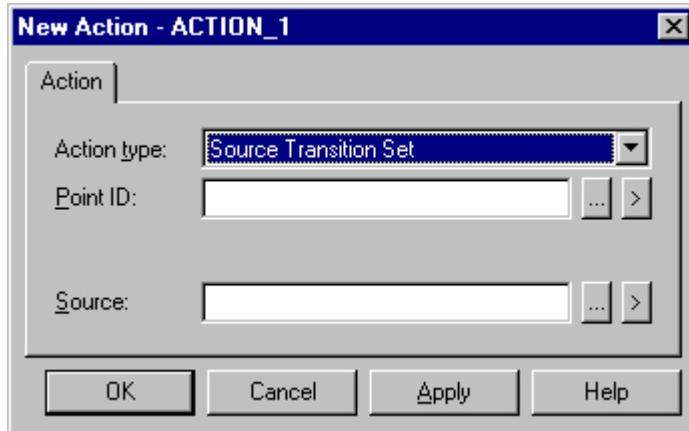
**Point ID** Enter the ID of the point you want to perform the setpoint on in this field.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

**Value** Enter the value you want to set the point to in this field.

## Source Transition Set Actions

A Source Transition Set action sets the value of the point in the **Point ID** field to the value of the point in the **Source** field.



To create this Action, enter the following information in the *New Action* dialog box:

**Point ID** Enter the name of the Point ID that will be updated with the value of the Point ID in the **Source** field. You may enter the name of a device or global Point ID.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

**Source** Enter the name of the Point ID the will provide the update value.

You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

### Note

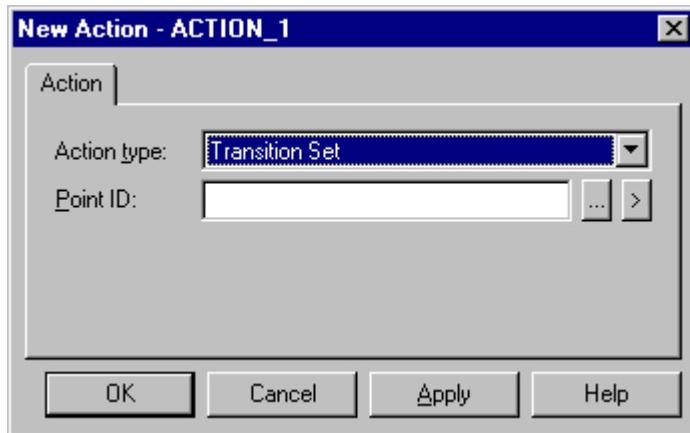
---

If the **Source Point** is the same as the point that triggered the event, the old value of the **Source Point** will be copied to the Point ID. This lets you save a point value before it is updated. If you want to copy the new value of the point, use the **Transition Set** action.

---

## Transition Set Actions

A Transition Set action sets the value of the point in the **Point ID** to the value of the point in the **Point ID** field of the Event associated with this Action.



To create this Action, enter the following information in the *New Action* dialog box

**Point ID**

Enter the name of the Point ID that will be updated with the value of the Event's Point ID. You may enter the name of a device or global Point ID.

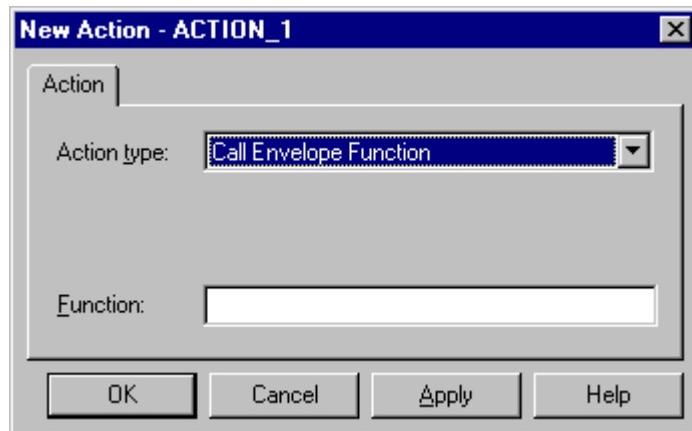
You can click the Browser button - - to the right of the input field to browse for an Point ID, or you can click the Pop-up Menu button - - to create a new Point ID, or browse for an existing Point ID.

## Call Envelope Function Actions

A Call Envelope Function action calls a specified procedure that was created using the Event Manager Envelope Process (EM\_EP).

### Note

This action is provided for users transitioning from the Event Manager API provided with Version 1.0 of the CIMPICITY MMI and MES/SCADA Software. Starting with Version 2.0, you should use the Program Editor and the Basic Control Engine language to develop procedures, then use the *Run Script* action to invoke them.



To create this Action, enter the following information in the *New Action* dialog box:

**Proc Name** Enter the name of the routine to be executed in this field.

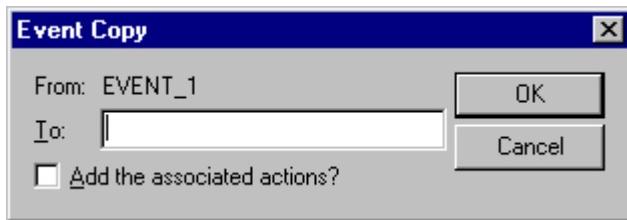
---

## Copying an Event

Use the Copy function if you need to create several similar Events.

To copy an Event:

1. Make sure you are displaying **By Event**.
2. Select the Event from the Event list.
3. Select **Copy Event** from the **Edit** menu, or click the **Copy** button on the toolbar, or press **Ctrl+C**. The *Event Copy* dialog box opens.



4. Enter the name of the new Event in the **To** field.
5. If you want to copy the Actions associated with the source Event to the new Event, set the **Add the associated actions** check box.
6. Select **OK**. The dialog box closes and the new Event appears on the Event list.

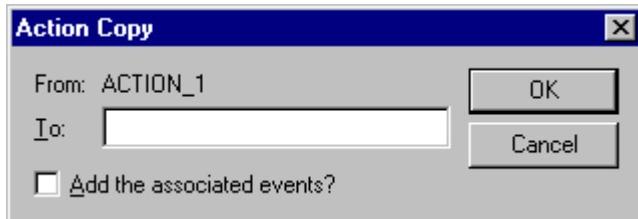
---

## Copying an Action

Use the Copy function if you need to create several similar Actions.

To copy an Action:

1. Make sure you are displaying **By Action**.
2. Select the Action from the Action list.
3. Select **Copy Action** from the **Edit** menu, or click the **Copy** button on the toolbar, or press **Ctrl+C**. The *Action Copy* dialog box opens.



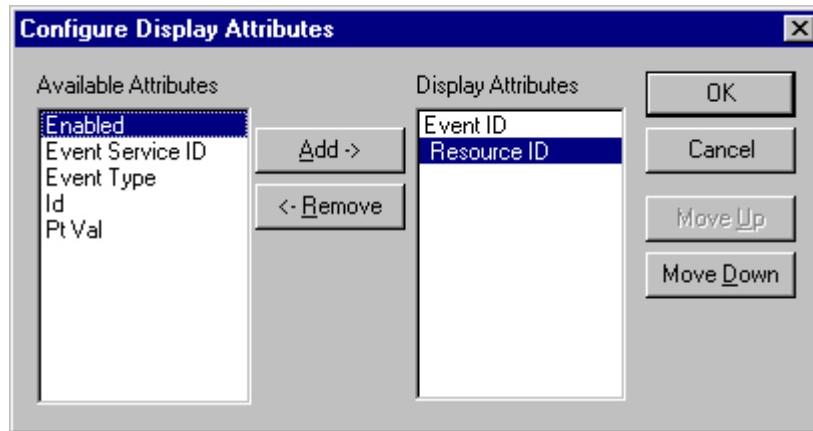
4. Enter the name of the new Action in the **To** field.
5. If you want to copy the Events associated with the source Action to the new Action, set the **Add the associated actions** check box.
6. Select **OK**. The dialog box closes and the new Action appears on the Action list.

# Configuring Event Display Attributes

To change the number of Event attributes and their display order on the *CIMPLICITY Event Editor* window, you can do one of the following after you click the mouse once in the Event list:

- Select **Event Attributes...** from the **View** menu.
- Click the **Attributes** button on the toolbar.
- Press **Ctrl+A**.

The *Configure Display Attributes* dialog box for the Event list opens.



There are two list boxes in this dialog box.

- The **Available Attributes** box lists the Event attributes that are not currently being displayed.
- The **Display Attributes** box lists the Event attributes that are currently being displayed and the order in which they are displayed.

You can:

- Add attributes from the **Available Attributes** list to the **Display Attributes** list.
- Remove attributes from the **Display Attributes** list to the **Available Attributes** list.
- Reorder the **Display Attributes** list.

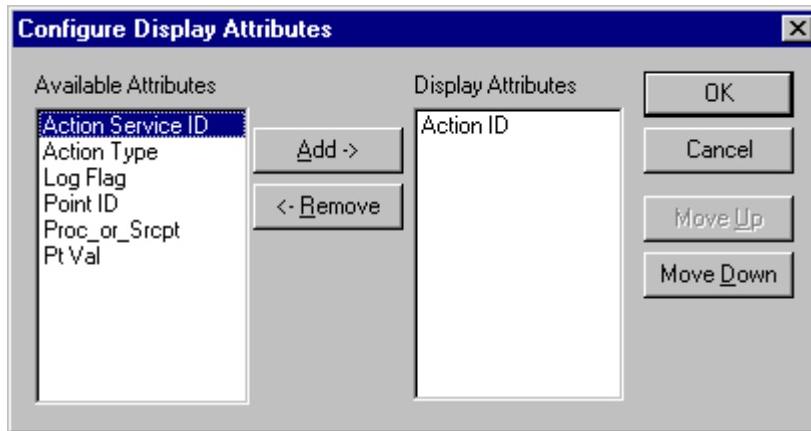
When you are through modifying the display attributes, select **OK** to close the dialog box and save your changes, or select **Cancel** to close the dialog box without implementing any changes. If you modified the attribute display, the *CIMPLICITY Event Editor* window automatically reflects your changes.

# Configuring Action Display Attributes

To change the number of Action attributes and their display order on the *CIMPLICITY Event Editor* window, you can do one of the following after you click the mouse once in the Action list:

- Select **Action Attributes...** from the **View** menu.
- Click the **Attributes** button on the toolbar.
- Press **Ctrl+A**.

The *Configure Display Attributes* dialog box for the Action list opens.



There are two list boxes in this dialog box.

- The **Available Attributes** box lists the Action attributes that are not currently being displayed.
- The **Display Attributes** box lists the Action attributes that are currently being displayed and the order in which they are displayed.

You can:

- Add attributes from the **Available Attributes** list to the **Display Attributes** list.
- Remove attributes from the **Display Attributes** list to the **Available Attributes** list.
- Reorder the **Display Attributes** list.

When you are through modifying the display attributes, select **OK** to close the dialog box and save your changes, or select **Cancel** to close the dialog box without implementing any changes. If you modified the attribute display, the *CIMPLICITY Event Editor* window automatically reflects your changes.



# Using the BCEUI (Event Viewer)

---

## About the BCEUI

Use the Basic Control Engine User Interface (BCEUI) to connect to CIMPLICITY HMI projects in your enterprise and monitor events. With this user interface, you can:

- View the status of actions executed by selected events in various projects.
- Pause, resume, and stop scripts executed by events.
- Manually trigger events.
- Configure a view of projects and events and save the configuration in a file for recall.

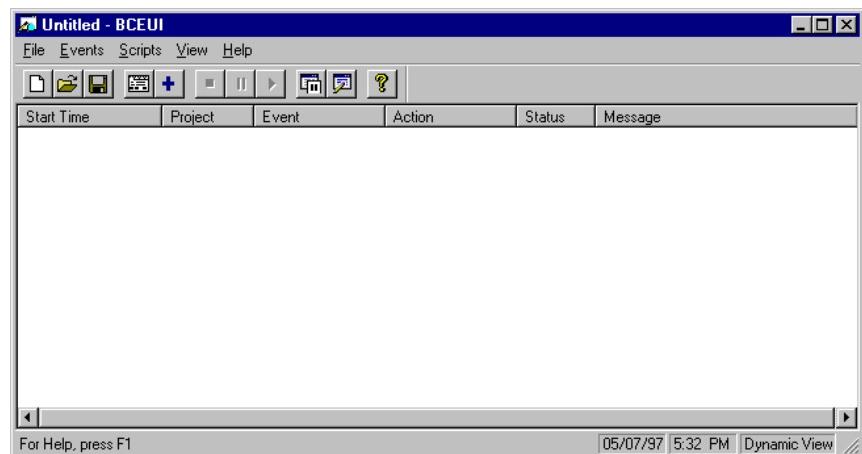
---

## Getting Started



To start the BCEUI, select the *BCEUI* icon in your CIMPLICITY HMI program group.

The *BCEUI* window opens.



The *BCEUI* window displays the status of actions triggered by events that are currently being monitored by BCEUI. You can use the **Paused** option to display this list in dynamic or paused mode.

- In dynamic mode, the list is automatically refreshed as events occur or change status.
- In paused mode, the list remains fixed until you update it. To update the list, you can select **Refresh** from the **View** menu, or press **F5**.

Using the BCEUI, you can:

- Select events for monitoring.
- Observe the current status of the actions triggered by events you are monitoring.
- Stop, pause or resume scripts being executed by events.
- Trigger events.
- Save and restore event-viewing configurations.

Note the following about the display:

- Actions for all running projects that BCEUI is connected to are displayed in black.
- If BCEUI is connected to a CIMPICITY HMI project and monitoring events, and the project stops:
  - All events for the project are grayed out in the *Properties* dialog box.
  - Triggering is disabled for events in the stopped project.
  - A **\$Disconnected** event displays in the main window with a message telling you which project is stopped. This event runs and tries to reconnect to the project until either the project starts or you close your BCEUI session.
  - All unfinished actions in the main window are grayed out to indicate that their current status is unknown.
- When a CIMPICITY HMI project that BCEUI is attempting to connect to restarts, grayed actions are redisplayed in black and refreshed to their current status.

## BCEUI Menus

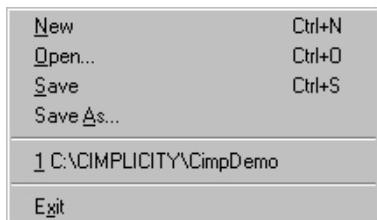
You can use the menu options to save and restore event monitoring configurations, add or list events, pause, stop or resume scripts, trigger events, pause and resume dynamic updates, refresh the display and access Help.

The menus are:

- File menu
- Events menu
- Scripts menu
- View menu
- Help menu

### ***The File Menu***

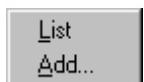
The **File** menu functions are:



- |                    |  |
|--------------------|--|
| <b>New</b>         | Creates a new BCEUI document.  |
| <b>Open</b>        | Opens an existing BCEUI document in your currently active BCEUI window.  |
| <b>Save</b>        | Saves the current BCEUI document to a file.  |
| <b>Save As...</b>  | Saves the current BCEUI document to a file. Use this option if you want to specify the pathname of the saved file. |
| <b>Recent File</b> | Displays a list of recently opened BCEUI document files for easy retrieval.  |
| <b>Exit</b>        | Exits the CIMPLICITY BCEUI viewer.   |

### ***The Events Menu***

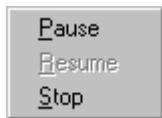
The **Events** menu functions are:



- |             |   |
|-------------|---|
| <b>List</b> | Opens the <i>Properties</i> dialog box, from which you can add, delete or trigger events.   |
| <b>Add</b>  | Opens the <i>Select an Event</i> browser, from which you can connect to a project and select events to add to the list of monitored events. |

### ***The Scripts Menu***

The **Scripts** menu functions are:



- |               |  |
|---------------|--|
| <b>Pause</b>  | Pauses any currently selected running scripts.                   |
| <b>Resume</b> | Resumes any currently selected paused scripts.                   |
| <b>Stop</b>   | Stops any currently selected scripts that are paused or running. |

## ***The View Menu***

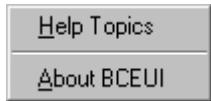
The **View** menu functions are:



- |                               |  |
|-------------------------------|--|
| <b>Toolbar</b>                | Enables/disables display of the Toolbar.     |
| <b>Status Bar</b>             | Enables/disables display of the Status Bar.  |
| <b>Paused</b>                 | Toggles between dynamic and paused view.     |
| <b>Refresh</b>                | Updates the paused view.                     |
| <b>Clear Finished Actions</b> | Clears finished actions from the event list. |

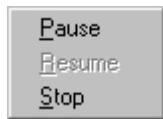
## ***The Help Menu***

The **Help** menu functions are:



- |                    |  |
|--------------------|--|
| <b>Help Topics</b> | Displays the main <i>Help</i> windows for the BCEUI.                             |
| <b>About BCEUI</b> | Displays the program identification, version number and copyright for the BCEUI. |

## BCEUI Window Pop-up Menu



To access the Window Pop-up Menu, select a running or paused script, then press the right mouse button.

The list of options depends on whether the script you select is running, paused, or done.

## BCEUI Toolbar

You can use the **Toolbar** option on the **View** menu to turn on and off the display of the BCEUI Toolbar. You can fix the Toolbar in the BCEUI window or display it in a separate window at your discretion.

The buttons on the BCEUI Toolbar are:

	<b>New</b>	Creates a new BCEUI document.
	<b>Open</b>	Opens an existing BCEUI document.
	<b>Save</b>	Saves the current BCEUI document to a file.
	<b>Event List</b>	Opens the <i>Properties</i> dialog box, from which you can add, delete or trigger events.
	<b>Add Events</b>	Opens the <i>Select an Event</i> browser, from which you can connect to a project and select events to add to the list of monitored events.
	<b>Stop Scripts</b>	Stops any currently selected scripts that are paused or running.
	<b>Pause Scripts</b>	Pauses any currently selected running scripts.
	<b>Resume Scripts</b>	Resumes any currently selected paused scripts.
	<b>Pause View</b>	Toggles between dynamic and paused view.
	<b>Clear Finished Actions</b>	Clears finished actions from the view.
	<b>About</b>	Displays the program identification, version number and copyright for the BCEUI.

## BCEUI Shortcut Keys

The following are the more commonly used keystrokes that are available for your use in the BCEUI:

<b>Ctrl+N</b>	Creates a new BCEUI view.
<b>Ctrl+O</b>	Opens an existing BCEUI document.
<b>Ctrl+S</b>	Saves the current BCEUI document to a file.
<b>F5</b>	Updates the paused view.
<b>F1</b>	Opens the Help window for the BCEUI.

# Using the BCEUI Viewer

To create a BCEUI view, you need to:

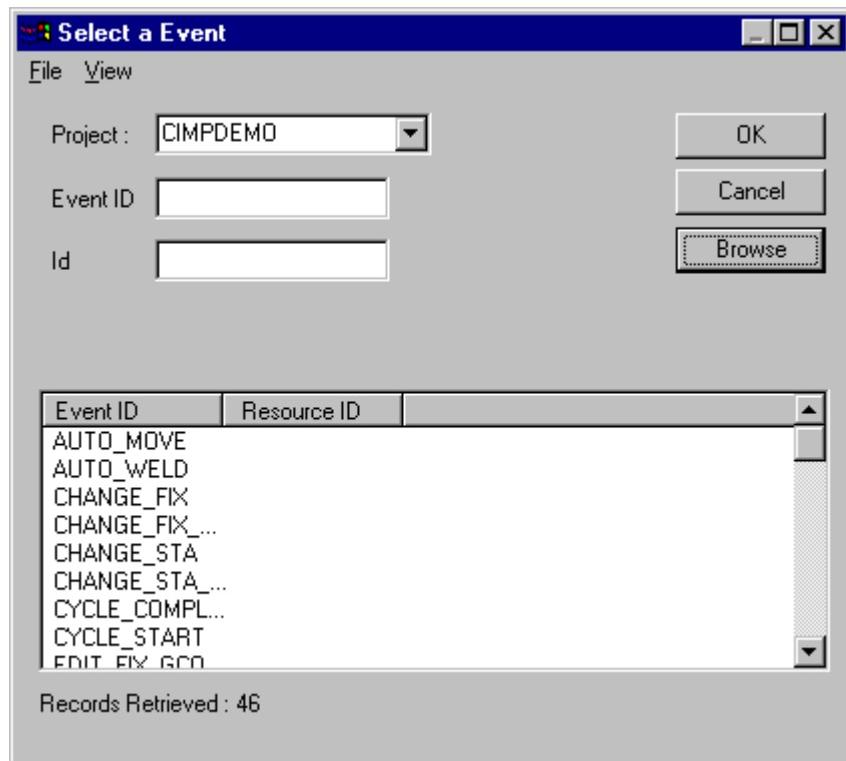
- Use the *Select an Event* browser to connect to a project and select events to add to the BCEUI event list.
- Use the *Properties* dialog box to list monitored events, add or remove events from the view, and trigger events manually.

After you create a BCEUI view, you can select script actions and pause, resume, or stop the scripts.

Once you create a BCEUI view, you can save it. You can recall saved views at any time.

## Selecting Events

When you select **Add** from the **Events** menu or click the **Add Events** button on the Toolbar, the *Select an Event* browser opens.



From the Select an Event browser, you can:

- Enable/disable Auto Browse.
- Change the display attributes.
- Connect to a project.
- Select events from the project for monitoring.

After you select events and select **OK**, the *Properties* dialog box automatically opens so that you can add the selected events to your view. If you select **Cancel**, the *Select an Event* browser closes and the main BCEUI window is redisplayed.

### **Toggling the Auto Browse**

By default, the Auto Browse option is disabled. If you enable the Auto Browse option, whenever you open the *Select a Event* dialog box, the events for the first project in the **Project** list are automatically displayed in the list window.

If Auto Browse is enabled, a check mark is displayed to its left in the **View** menu.

To toggle the Auto Browse:

1. Select the **View** menu.
2. Select the **Auto Browse** option.

### **Connecting to a Project**

To connect to a project and view the list of its events:

1. Click the drop-down list button to the right of the **Project** field to see the list of currently available projects.
2. Select a project from the list.
3. Select **Browse** to see the list of events available for the project.

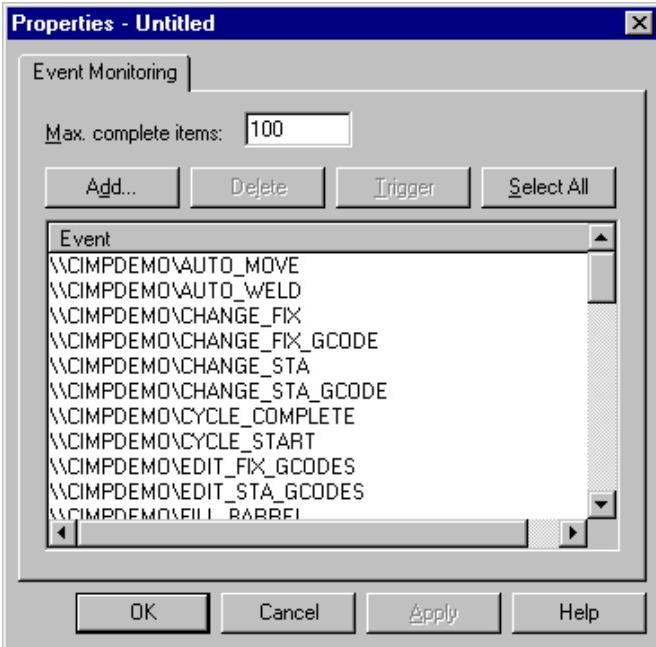
### **Selecting Events**

To select events from the list to add to the BCEUI event list:

1. Highlight the events you want to select. You may use the **Shift** and **Ctrl** keys when selecting multiple events.
2. Select **OK** to transfer your selection to the BCEUI event list and close the *Select an Event* browser.

## Using the Event List

When you select **List** from the **Events** menu or click the **Event List** button on the Toolbar, or when you select **OK** on the Select an Event browser after selecting events, the Properties dialog box opens.



Use this dialog box to:

- Set the maximum number of completed actions to be displayed by the view.
- Add events to the monitored list.
- Delete events from the monitored list.
- Trigger events.

Note the following:

- Triggering is enabled only for events in connected projects that are running.
- All events for projects that are running and BCEUI is connected to are displayed in black.
- Events in the list that belong to projects that are not currently running or that become disconnected are grayed out.
- When you add events for a new project, they are grayed out in the Properties dialog box because BCEUI has not connected to the project yet.
- The first time you select an event for a newly selected project, then select **Apply**, BCEUI connects to the project. When the connection completes successfully, all the events for the project are displayed in black.

- You can select events for projects that are not currently running or that are disconnected. When the project starts, BCEUI will automatically connect with the project and start monitoring the events.

### **Setting the Maximum Number of Completed Actions**

The default maximum number of completed actions that the *BCEUI* window can display is 100. You can choose less or more than this number. Once the list reaches its maximum, the oldest completed action is removed when the newest one is added.

To set the maximum number of completed actions to be displayed by the view:

1. Enter the number in the **Max. complete items** field.
2. Select **OK** or **Apply**.

The *BCEUI* window redisplays and adjusts the number in the list of completed actions to match the new maximum.

### **Adding Events to the View**

Do the following to add events to the view:

1. Select the events you want to monitor from the list of events in the *Select an Event* browser. You can use the **Shift** and **Ctrl** keys to select multiple events.
2. Select **Apply** to add the events to the view and keep the *Properties* dialog box open, or select **OK** to add the events to the view and close the *Properties* dialog box.

The events you select are monitored and their associated actions are displayed in the *BCEUI* window as they occur.

### **Adding More Events to the View**

If the events you want are not in the view, select **Add...** to open the *Select an Event* browser and select the events you want to add to the view.

### **Removing Events from the View**

To remove events from the view:

1. Select the events in the list that you want to remove. You can use the **Shift** and **Ctrl** keys to select multiple events. You can also use **Select All** to select all events in the list.
2. Select **Delete**.

The events you select are removed from the *BCEUI* window and the *Properties* dialog box.

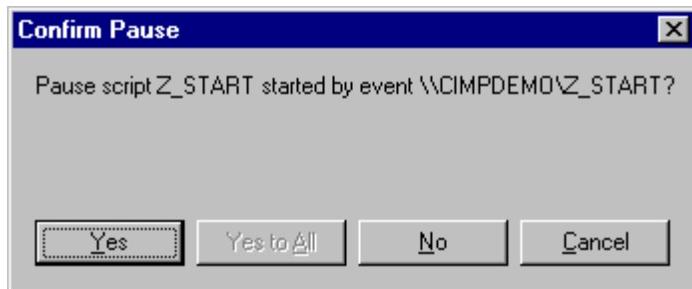
They will not appear again in *Properties* dialog box until you add them in the *Select a Event* browser, and they will not be monitored again in the *BCEUI* window until you select them for viewing in the *Properties* dialog box.

## **Triggering Events**

Your role must have the **Trigger Event** privilege enabled for you to be able to trigger events for a particular project.

To manually trigger events:

1. Select the events in the list that you want to trigger. You can use the **Shift** and **Ctrl** keys to select multiple events. You can also use **Select All** to select all events in the list.
2. Select **Trigger**. The *Confirm Trigger Action* dialog box opens and displays the first event to trigger.



3. You may select one of the following
  - **Yes to All** to trigger all the selected events.
  - **Yes** to trigger this event.
  - **No** to cancel the trigger for this event.
  - **Cancel** to cancel your request.

If you select **Yes** or **No** and you are triggering multiple events, you are automatically prompted to confirm the next trigger action.

The statuses of the events you trigger are displayed in the *BCEUI* window.

## Controlling Scripts

Your role must have the **Script Control** privilege enabled for you to be able to pause, resume and stop scripts in the *BCEUI* window in specific projects.

You can do the following:

- Pause running scripts
- Resume paused scripts
- Stop running or paused scripts

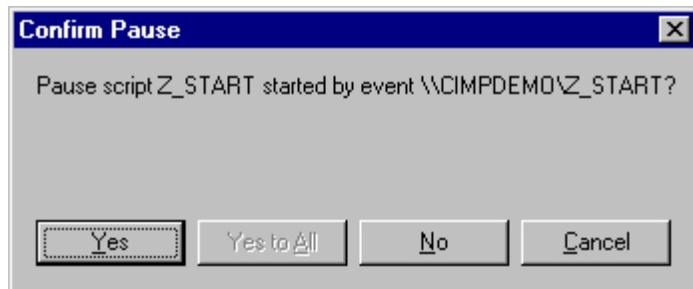
### Pausing Scripts

To pause running scripts:

1. Select the actions whose scripts you want to pause in the *BCEUI* window. You can use the **Shift** and **Ctrl** keys to select multiple actions.

You may safely select multiple scripts, even if some of the scripts you select cannot be paused (such as stopped scripts or scripts that are already paused). Such scripts will not be affected by the **Pause Scripts** request.

2. Select **Pause** from the **Scripts** menu, or click the **Pause Scripts** button on the Toolbar, or select **Pause** from the Window Pop-up menu. The *Confirm Pause* dialog box opens.



3. You may select one of the following

- **Yes to All** to pause all the selected scripts.
- **Yes** to pause this script.
- **No** to cancel the pause request for this script.
- **Cancel** to cancel your request.

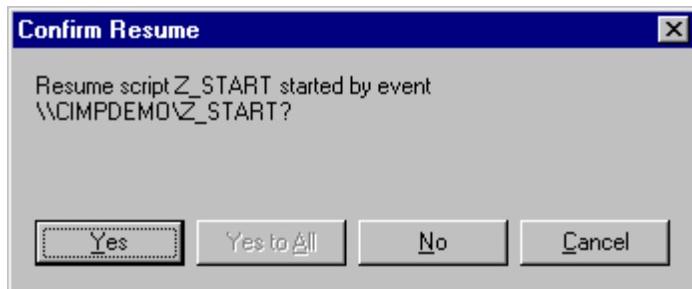
If you select **Yes** or **No** and you are pausing multiple scripts, you are automatically prompted to confirm the next script in the list.

The status of the scripts you pause changes from **Running** to **Paused**, and the message field for each paused script displays the line number where the script is paused.

## **Resuming Scripts**

To resume paused scripts:

1. Select the actions whose scripts you want to resume in the *BCEUI* window. You can use the **Shift** and **Ctrl** keys to select multiple actions.
2. Select **Resume** from the **Scripts** menu, or click the **Resume Scripts** button on the Toolbar, or select **Resume** from the Window Pop-up menu. The *Confirm Resume* dialog box opens.



3. You may select one of the following
  - **Yes to All** to resume all the selected scripts.
  - **Yes** to resume this script.
  - **No** to cancel the resume request for this script.
  - **Cancel** to cancel your request.

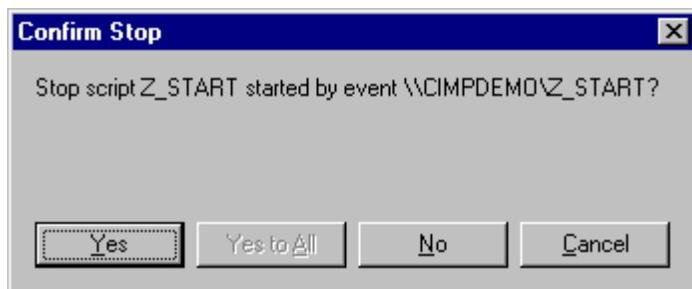
If you select **Yes** or **No** and you are resuming multiple scripts, you are automatically prompted to confirm the next script in the list.

The status of the scripts resume changes from **Paused** to **Running**, and the message field for each resumed script also displays **Running**.

## **Stopping Scripts**

To stop running or paused scripts:

1. Select the actions whose scripts you want to stop in the *BCEUI* window. You can use the **Shift** and **Ctrl** keys to select multiple actions.
2. Select **Stop** from the **Scripts** menu, or click the **Stop Scripts** button on the Toolbar, or select **Stop** from the Window Pop-up Menu. The *Confirm Stop* dialog box opens.



3. You may select one of the following

- **Yes to All** to stop all the selected scripts.
- **Yes** to stop this script.
- **No** to cancel the stop request for this script.
- **Cancel** to cancel your request.

If you select **Yes** or **No** and you are stopping multiple scripts, you are automatically prompted to confirm the next script in the list.

The status of the scripts for the events you select changes from **Paused** or **Running** to **Stopped** and the message field for each stopped script displays the line number where the script was stopped.

Once you stop a script, you cannot restart it with the **Resume** command.



# Appendix A - Creating the Event Manager Log Table

---

## Creating The EM\_LOG Table

In order for you to log Events and Actions for the Event Manager, you must have the Database Logger option licensed and enabled for your project. Once you have done this:

1. Select Database Logger in the Workbench left pane
2. In the CIMPPLICITY Logging Configuration window, from the **File** menu, select **New Table**.
3. In the New Table dialog box, enter "EM\_LOG" in the **Table Identifier** field, click the **Application Table** radio button, and click **OK**.
4. In the *Table Properties* dialog box, select the Maintenance Events and Maintenance Actions you want for this file.
5. Exit the Database Logger option
6. To create the EM\_LOG table, you must stop and restart your CIMPPLICITY project.



# Appendix B - Performance Optimization

---

## About Performance Optimization

You can do the following to optimize the performance of the Event Manager:

- Make entries in the Global Parameters file to change the maximum number of scripts that can run simultaneously, or specify how long an idle thread should remain active.
- Make entries in the Basic Control Engine points file to cache frequently used points.

---

## Global Parameters

Use the following procedure to manually change information in the global parameters file:

1. Open your project's Workbench.
2. Expand the Advanced folder in the Workbench left pane.
3. Expand the Global Parameters folder.
4. Select Project to change the Event Manager global parameters.
5. Add, Change or delete the Event Manager global parameters. For details on doing this, see the Global Parameter Configuration section of the Using Global Parameters chapter in the *CIMPLICITY HMI User's Manual*.
6. Before you restart your project, select **Configuration Update** from the **Project** menu or click the **Configuration Update** button on the toolbar to update your run-time configuration.

## **Setting the Maximum Number of Threads**

The maximum number of scripts that are able to run simultaneously is set to a default of 25. To change this value, enter the following line in **glb\_parms.idt**:

```
CE_MAX_THREADS | 1 | <num>
```

where **<num>** is the maximum number of threads you want to run simultaneously.

## **Setting the Thread Timeout**

When a script terminates, its operating system thread remains active for a certain period of time so that it can be used by the next script, which needs to be run. This provides a faster response, since creating a thread is a relatively time-consuming process. Conversely, having too many active threads that remain idle uses up system resources.

The default timeout is 900 seconds (15 minutes). To change this value, enter the following line in **glb\_parms.idt**:

```
CE_THREAD_TIMOUT | 1 | <num>
```

where **<num>** is the number of seconds an operating system thread is to remain active after the script terminates.

---

## Basic Control Engine Point Cache File

Each time a script uses a point, it must retrieve the point's definition. You can use the **bce\_points.cfg** file to pre-load point definitions into the Basic Control Engine for the Event Manager, providing a performance boost.

The **bce\_points.cfg** file is an ASCII file that needs to be located in your project's Data directory. To create the file:

1. From your project's **Tools** menu, select the **Command Prompt** option. An MS-DOS *Command Prompt* window opens.
2. In the *Command Prompt* window, type **cd %SITE\_ROOT%\data** to set up your environment and pathname correctly.
3. Type **notepad bce\_points.cfg** to open a Notepad and create or edit your file.
4. Enter the Point IDs that you want to cache, one per line in the file.
5. When you are through, exit the Notepad and save the file.

To have the caching take effect, stop and restart your project.



# Appendix C - Developing User Applications with EM\_EP

---

## Enabling the Event Manager Envelope Process

The Event Manager Envelope Process (EM\_EP) is not normally enabled in a project. To enable EM\_EP in a project, do the following:

1. From the **Project** menu, select **Settings**. The Project Properties dialog box opens.
2. In the Project Properties dialog box, clear the check box for the Basic Control Engine.
3. Select **OK** to close the dialog and have your change processed.
4. From the **Tools** menu, select **Command Prompt**. The *Command Prompt* window opens.
5. In the *Command Prompt* window, set your directory to **CIMPLICITY\bsm\_data**.
6. Type **notepad IC646TEM100.RP**. The Notepad window opens.
7. In the Notepad window, remove the asterisk at the start of the line that begins with  
    "**\*ANY|EM\_EP|BSM\_ROOT:[exe]emep.exe**".
8. Exit the *Notepad* and save the updated file.
9. Exit the Command Prompt window.
10. From the **Project** menu, select **Settings**. The *Project Properties* dialog box opens.
11. In the Project Properties dialog box, set the check box for the Basic Control Engine.
12. Select **OK** to close the dialog and have your change processed.

Both the EM\_EP and EM\_RP processes will start the next time you start the project.

---

#### Note

To disable EM\_EP, follow the steps above, except in step 7, insert an asterisk (\*) at the start of the line that begins with  
"**\*ANY | EM\_EP | BSM\_ROOT : [exe]emep.exe**".

---

---

## Adding a Procedure to the Event Manager Envelope Process

The envelope process can be configured to call any user-defined procedure that is callable from a C language interface. To do this:

1. Edit two include files.
2. Add the routine to the source file.
3. Rebuild the envelope process.

The files, found in **%BSM\_ROOT%\api\include\inc\_path** and/or **%BSM\_ROOT%\api\em\_api** are described below.

---

#### Important

**A new release of CIMPLICITY HMI software may overwrite files in the above directories. Always preserve a copy of any modified files in a non-CIMPLICITY software directory.**

---

---

## Setting the Environment

Do the following to set your environment variables correctly and move to **%BSM\_ROOT%**:

1. Open the CIMPLICITY HMI Workbench for your project.
2. Select **Command Prompt...** from the **Tools** menu. This opens an MS-DOS Command Prompt window in your project with the correct environment and definitions for **%BSM\_ROOT%** and **%SITE\_ROOT%**.
3. Type

**cd /d %BSM\_ROOT%**

to set your disk and pathname to the root directory for **%BSM\_ROOT%**.

---

## Files to Edit

To implement user-defined functions, you will have to enter information in the following files:

```
emep_ext_app.h  
emep_addr_ap.h  
emep_usrfunc.c
```

### **emep\_ext\_app.h**

This file declares an external reference for user-defined function. A symbolic constant is also defined to represent the total number of user-defined functions.

For each user-defined function that is to be called, you must add a statement of the following form to this file.

```
extern int <func_name> ();
```

where **<func\_name>** represents the actual name given to a particular user-defined function. This statement is a valid C language statement.

The symbolic constant, EMEP\_MAXFUNC, is defined in this include file, and represents the total number of user procedures declared. Change the value of this constant to be equal to the number of procedures declared in this file.

### **emep\_addr\_ap.h**

This file initializes a list of user-defined functions and their respective memory addresses. For each user-defined function, both the **proc\_or\_srcpt** specified in the ACTION file and the actual function name are needed. These names may be the same. Two lines of code are required for each entry, as follows:

```
emep_applist[i].name = "<proc_or_srcpt>";  
emep_applist[i++].func = &<func_name>;
```

In the first statement, **<proc\_or\_srcpt>** is the procedure name specified in the ACTION file. The procedure name must be in upper-case characters and enclosed in double quotes.

In the second statement, **<func\_name>** is the actual name of the C language procedure to be executed. This is the same name used in the external declaration in **emep\_ext\_app.h**.

The number of entries made in this file must equal the value of the symbolic constant EMEP\_MAXFUNC defined in the **emep\_ext\_app.h** file.

## **emep\_usrfunc.c**

This source file contains your initialization routine and user-defined functions.

This file is in the directory, %BSM\_ROOT%\api\em\_api. To simplify the handling of CIMALPLICITY HMI software upgrades, use #include statements for modifications.

The procedure **emep\_user\_func\_init ()** is the user's initialization routine. You can add code in this routine to perform any user specific initialization. This routine is executed once each time Event Manager is restarted.

Put your user-defined functions in this source file. These functions are to be written in the C programming language.

Each user-defined function has a fixed list of parameters. They are the event types of the event that triggered the call and a structure, which contains data relating to the event. The function declaration is:

```
int <func_name> (EM_EVENT_INFO_TYPE event_type,  
                  EM_EVENT_INFO      event_info)  
{  
    :  
    (insert code here)  
    :  
}
```

where <func\_name> is a function name defined in **emep\_addr\_ap.h**.

### **EM\_EVENT\_INFO Structure**

The EM\_EVENT\_INFO structure is defined in the C language as a union of an alarm data structure and a point data structure, as follows:

```
typedef union  
{  
    EM_ALARM_STRUCT  alarm_struct;  
    EM_POINT_STRUCT  point_struct;  
} EM_EVENT_INFO;
```

To access the fields in the structure, you must cast **event\_info** against the appropriate type, as specified in the event type. The two allowable values for the event type are EM\_POINT\_EVENT and EM\_ALARM\_EVENT. The possible structures to cast **event\_info** against are as follows:

## ***EM\_ALARM\_STRUCT Structure***

For the Alarm structure:

```
typedef struct
{
    AM_STATE_TYPE prev_state;
    AM_STATE_TYPE requested_action;
    AM_STATE_TYPE final_state;
    COR_STAMP gentime;
    COR_I4 generated_time;
    COR_I4 clear_time;
    COR_I4 alarm_sync;
    char alarm_id[ALARM_ID_LEN+1];
    char [FR_ID_LEN+1];
    char ref_id[AM_REF_ID_LEN+1];
    char class_id[CLASS_ID_LEN+1];
    char alarm_msg[ALARM_MSG_LEN+1];
    COR_I4 log_file;
    char _fill; /* alignment data */
} EM_ALARM_STRUCT;
```

## ***EM\_POINT\_STRUCT Structure***

For the Event structure:

```
typedef struct
{
    PTM_POINT_STATE state;
    char point_id[POINT_LEN + 1];
    COR_STAMP timestamp;
    PTM_DATA_TYPE type;
    char value[POINT_LIMIT_LEN + 1];
} EM_POINT_STRUCT;
```

Casting **event\_info** against the wrong structure does not cause a runtime error, but does access the data in a misleading and unusable form.

The procedure **emep\_user\_func\_term ()** is the user's termination routine. You can add code in this routine to perform any user specific termination actions. This routine is executed when Event Manager is terminated.

---

## Rebuilding the Executable Files

Along with your custom application programs, the following two CIMPLICITY HMI software files have to be compiled, using the C compiler, to include any changes:

```
emep_user.c  
emep_usrfunc.c
```

**emep\_user.c** includes the two header files discussed above, and is not edited.

**emep\_usrfunc.c** is the module to which you have added initialization code and your user-defined functions.

Your application files must have the file type **.c** to be compiled.

The files must be linked following compilation. A group of command files are provided to perform the compilation and link via the steps described below.

### Note

---

These steps assume you have placed your user-written routine into **emep\_usrfunc.c** as instructed earlier.

1. A Microsoft Visual C makefile is provided to build the executable. Type the following command to rebuild the program:

```
nmake
```

2. Prepare to test the program by terminating the existing EMEP process. If you use the standard site configuration, enter the following command:

```
pm_driver <node_id> TERM EM_EP
```

3. Exercise your program as follows (assuming you have used standard site configuration):

```
set PRCNAM=EM_EP  
emep
```

4. Move your program, when you are satisfied with it, to the directory where master copies of executables are stored:

```
copy emep.exe %BSM_ROOT%\exe
```

5. Activate your new program as follows (or simply restart all your CIMPLICITY HMI projects):

```
pm_driver <node_id> ACT EM_EP
```

---

## Restrictions on User-Defined Functions

User-defined functions should be developed with the following constraints:

1. A user-defined function should never attempt to read or write to a terminal, unless the terminal is explicitly opened by the user-defined functions.
2. On CIMPPLICITY HMI, the process has no access to the screen.
3. User-defined functions are invoked by the Event Manager Resident Process (EM\_RP) in response to some event and are executed in the Event Manager Envelope Process (EM\_EP). EM\_RP invokes the user-defined functions by sending messages to the EM\_EP.

The first time a user-defined function is invoked, the EM\_EP executes that function as soon as it receives the message. Incoming messages are not read while the EM\_EP is executing a user-defined function; therefore, if several functions are invoked in a short time span, they are executed sequentially.

Up to 10 messages will be buffered by the system while user-defined functions are executing. If more than 10 user-defined functions are invoked in a very short period, it is possible that messages sent to the EM\_EP may be lost. If this happens, an error will be placed in your project's Status log file. To check for error messages, select *Status Viewer* in your *CIMPPLICITY HMI* menu, then select your project's log file.

## Example EM\_EP Function

The following subsections contain sample files constructed for two user-defined functions. They include listings of:

- The ASCII version of the ACTION file
- A skeleton **emep\_usrfunc.c** file
- The **emep\_ext\_app.h** file for the application
- The **emep\_addr\_ap.h** file for the application

### action.idt

In this example, any event assigned to the action AC\_ID\_2 will cause USER\_ROUTINE\_1 to be called, and any event assigned to the action AC\_ID\_7 will cause USER\_ROUTINE\_2 to be called.

```
|-*  
* RECORD: ACTION EVENT MANAGER ACTIONS  
*  
* 0 service_id          Service to perform this action  
* 1 action_id           Action Identifier  
* 2 action_type         Action type  
* 3 point_id            Point identifier  
* 4 pt_val               Point value  
* 5 proc_or_srcpt       Procedure or source point  
*  
NODE1_EM_RP|AC_ID_1|0|POINT_ID_1|1|  
NODE1_EM_RP|AC_ID_2|1|POINT_ID_3|1|  
NODE1_EM_RP|AC_ID_3|2| |USER_ROUTINE_1|  
NODE1_EM_RP|AC_ID_5|0|POINT_ID_2|0|  
NODE1_EM_RP|AC_ID_6|1|POINT_ID_3|0|  
NODE1_EM_RP|AC_ID_7|2| |USER_ROUTINE_2|  
NODE1_EM_RP|AC_ID_8|3| | |  
NODE1_EM_RP|AC_ID_9|0|POINT_ID_2|1|  
NODE1_EM_RP|AC_ID_10|0|POINT_ID_4|10|  
NODE1_EM_RP|AC_ID_11|0|POINT_ID_5|10|  
NODE1_EM_RP|AC_ID_12|0|POINT_ID_6|10|  
NODE1_EM_RP|AC_ID_13|0|POINT_ID_7|10|
```

### User Functions - File emep\_usrfunc.c

In this file, code for the user-defined functions **user\_func1**, and **user\_func2** is defined.

```
int user_func1(EM_EVENT_INFO_TYPE event_type,  
                EM_EVENT_INFO      event_info)  
{  
}  
  
int user_func2(EM_EVENT_INFO_TYPE event_type,  
                EM_EVENT_INFO      event_info)  
{  
}
```

## External Declarations - File emep\_ext\_app.h

In this file, external declarations for the two user-defined functions are entered.

```
/* -----
/* Define Number of User Functions */
/* -----
#define EMEP_MAXFUNC 2

/* -----
/* Declare User Functions */
/* -----
extern int user_func1();
extern int user_func2();
```

## Initialization - File emep\_addr\_ap.h

In this file, procedure names defined in the Action file are assigned to user-defined functions in **emep\_usrfunc.c**.

```
/* -----
/* Specify function name and its location here */
/* ----- */

{
int i = 0;

/* -----
/* TEMPLATE
emep_applist[i].name = "<procedure name>";
emep_applist[i++].func = &<procedure name>;
*/
/* ----- */

/* -----
/* Start User Modification */
/* ----- */
emep_applist[i].name = "USER_ROUTINE_1";
emep_applist[i++].func = user_func1;
emep_applist[i].name = "USER_ROUTINE_2";
emep_applist[i++].func = user_func_2;
/*
/* End User Modification */
/* ----- */
}

}
```

# Index

## A

About  
    BCEUI 4-1  
Action Display Attributes  
    Configuring 3-39  
action.idt  
    Sample file for EM\_EP C-8  
Actions  
    Alarm Look-up 3-26  
    Associating Events With 3-23  
    Call Envelope Function 3-36  
    Copying 3-37  
    Creating 3-24  
    Log Only 3-27  
    Point Alarm Acknowledge 3-28  
    Point Alarm Disable 3-29  
    Point Alarm Enable 3-30  
    Recipe Upload/Download 3-31  
    Run Script 3-32  
    Set Point 3-33  
    Source Transition Set 3-34  
    Transition Set 3-35  
Actions vs. Events 2-2  
Adding a Procedure to the Event Manager Envelope  
    Process C-2  
Adding events to the view  
    BCEUI 4-9  
Adding more events to the list  
    BCEUI 4-9  
Alarm Generated Events 3-12  
Alarm Look-up Actions 3-26  
Alarm Reset Events 3-13  
Associating Actions with an Event 3-23  
Auto Browse  
    Toggling for BCEUI 4-7

## B

BCEUI

    About 4-1  
    Adding events to the view 4-9  
    Adding more events to the list 4-9  
    Connecting to a project 4-7  
    Controlling scripts 4-11  
    Events menu 4-3  
    File menu 4-3  
    Getting started 4-1  
    Help menu 4-4  
    Menus 4-3  
    Pausing scripts 4-11  
    Removing events from the view 4-9  
    Running scripts 4-12  
    Scripts 4-3  
    Selecting events 4-6, 4-7  
    Setting maximum number of completed events 4-9  
    Shortcut keys 4-5  
    Stopping scripts 4-12  
    Toggling Auto Browse 4-7  
    Toolbar 4-5  
    Triggering events 4-10  
    Using the BCEUI Viewer 4-6  
    Using the event list 4-8  
    View menu 4-4  
    Window pop-up menu 4-5

## C

Call Envelope Function Actions 3-36  
CE\_MAX\_THREADS B-2  
CE\_THREAD\_TIMEOUT B-2  
CIMPLICITY HMI Functionality  
    Event Editor 1-1  
Configuration Action Display Attributes 3-39  
Configured Actions 2-2  
Configured Events 2-1  
Configuring Event Display Attributes 3-38  
Connecting to a project  
    BCEUI 4-7  
Controlling scripts  
    BCEUI 4-11  
Copying an Action 3-37  
Copying an Event 3-37  
Creating Actions 3-24  
Creating an Event 3-9  
Creating the EM\_LOG Table A-1

## D

Database Logger  
    Creating the EM\_LOG Table A-1  
Developing User Application With EM\_EP C-1

## **E**

EM\_ALARM\_STRUCT Structure C-5  
**EM\_EP**  
  Adding a procedure to C-2  
  Example Function C-8  
  Files to edit C-3  
  Rebuilding the executable files C-6  
  Restrictions on user-defined functions C-7  
  Sample action.idt file C-8  
  Sample emep\_addr\_ap.h file C-9  
  Sample emep\_ext\_app.h file C-9  
  Sample emep\_usrfunc.c file C-8  
  Setting the environment C-2  
**EM\_EVENT\_INFO** Structure C-4  
**EM\_LOG** Table  
  Creating A-1  
**EM\_POINT\_STRUCT** Structure C-5  
**emep\_addr\_ap.h** C-3  
  Sample file C-9  
**emep\_ext\_app.h** C-3  
  Sample file C-9  
**emep\_usrfunc.c** C-4  
  Sample file C-8  
**Event Display Attributes**  
  Configuring 3-38  
**Event Editor**  
  CIMPLICITY HMI Functionality 1-1  
  Getting Started 3-1  
  Introduction 1-1  
  Menus 3-2  
  Properties 3-7  
  Properties, Sample Configurations 3-8  
  Shortcut Keys 3-6  
  Toolbar 3-6  
  Using 3-1  
**Event Editor Menus**  
  Edit Menu 3-3  
  File Menu 3-2, 3-3, 3-4  
  View Menu 3-4  
**Event Management**  
  Definition 2-1  
**Event Management Concepts** 2-1  
**Event Manager**  
  Caching Points B-3  
  Global Parameters B-1  
  Global Parameters, CE\_MAX\_THREADS B-2  
  Global Parameters, CE\_THREAD\_TIMOUT B-2  
  Performance Optimization B-1  
  Shutdown Script 2-3  
  Startup Script 2-3  
**Event Manager Envelope Process** See EM\_EP  
**Events**  
  Alarm Generated 3-12  
  Alarm Reset 3-13

Associating Actions With 3-23  
  Copying 3-37  
  Creating 3-9  
  Point Change 3-14  
  Point Equals 3-15  
  Point Transition High 3-16  
  Point Transition Low 3-17  
  Point Unavailable 3-18  
  Point Update 3-19  
  Timed 3-21  
  Timed, Example 3-21  
**Events menu**  
  BCEUI 4-3  
**Example EM\_EP Function** C-8

## **F**

**File menu**  
  BCEUI 4-3  
**Files to Edit**  
  EM\_EP C-3

## **G**

**Getting started**  
  BCEUI 4-1  
**Getting Started**  
  Event Editor 3-1  
**Global Parameters**  
  Event Manager B-1

## **H**

**Help menu**  
  BCEUI 4-4

## **I**

**Introduction**  
  Event Editor 1-1

## **L**

**Log Only Actions** 3-27

## **M**

**Maximum number of completed events**  
  BCEUI 4-9  
**Menus**  
  BCEUI 4-3  
  Event Editor 3-2

## P

Pausing scripts  
BCEUI 4-11  
Point Alarm Acknowledge Actions 3-28  
Point Alarm Disable Actions 3-29  
Point Alarm Enable Actions 3-30  
Point Caching  
Event Manager B-3  
Point Change Events 3-14  
Point Equals Events 3-15  
Point Transition High Events 3-16  
Point Transition Low Events 3-17  
Point Unavailable Events 3-18  
Point Update Events 3-19  
Properties  
Event Editor 3-7  
Event Editor, Sample Configurations for 3-8

## R

Rebuilding EM\_EP Executable Files C-6  
Recipe Upload/Download 3-31  
Removing events from the view  
BCEUI 4-9  
Restrictions on EM\_EP User Defined Functions C-7  
Run Script Actions 3-32  
Running scripts  
BCEUI 4-12

## S

Scripts menu  
BCEUI 4-3  
Selecting events  
BCEUI 4-6, 4-7  
Set Point Actions 3-33  
Setting the EM\_EP Environment C-2  
Shortcut keys  
BCEUI 4-5  
Shortcut Keys  
Event Editor 3-6  
Source Transition Set Actions 3-34  
Stopping scripts  
BCEUI 4-12

## T

Timed Events 3-21  
Example 3-21  
Toolbar  
BCEUI 4-5  
Event Editor 3-6  
Transition Set Actions 3-35  
Triggering events

BCEUI 4-10

## U

Using the Event Editor 3-1  
Using the event list  
BCEUI 4-8  
Using the Viewer  
BCEUI 4-6

## V

View menu  
BCEUI 4-4

## W

Window pop-up menu  
BCEUI 4-5